Kuroinu 2 ver 1.0

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Introduction

Welcome, Jumper! It has been 150 years since the Negramstia Empire was founded by the legendary mercenary king, Vault. This empire, infamous across the continent of Ostia, operates under a singular and oppressive doctrine: women exist solely to satisfy the desires of men. The consequences of this policy are as grim as you might imagine, leading to a society built on subjugation, exploitation, and relentless conquest. Under this guiding principle, Negramstia has relentlessly raided neighboring countries, plundering their resources and capturing slaves to fuel its cruel ambitions. These raids have destabilized the region, inciting anger and fear among the neighboring nations.

In response to Negramstia's aggression, the surrounding nations have formed a powerful coalition known as the Holy Alliance. United by their shared desire to end Negramstia's tyranny, this alliance is led by Serafina, a charismatic successor of Celestine, a wise and determined half-elf cleric, along with the valiant knight Iris. Together, these leaders have vowed to eradicate the Negramstia Empire and bring peace to the continent of Ostia. However, this task is daunting, for the empire's current ruler, Empress Radomira, is no ordinary opponent. As a powerful succubus with both supernatural abilities and a cunning mind, she has transformed Negramstia into a militaristic powerhouse. The looming conflict between the Holy Alliance and Negramstia promises to reshape the fate of the entire continent.

You will enter this world two years before the war officially erupts between the Holy Alliance and Negramstia. This brief window of relative calm is your opportunity to prepare. Will you fortify your position, build alliances, and gather resources? Or will you delve into the empire's dark depths, seeking to understand—and perhaps challenge—the foundations of its power? You are given 1,000 CP to shape your journey, allowing you to forge your path in this tumultuous era. The choices you make will ripple across Ostia, determining whether the continent succumbs to tyranny or rises into a new era of freedom and hope.

Locations

Here you will decide where in the world so choose one location below to start your journey.

1.**Negramstia Empire**

Starting in the Negramstia Empire places you in the heart of tyranny and conquest. As the nation that dominates through brute force and cruel doctrines, this empire is both feared and hated by its neighbors. Ruled by Empress Radomira, a ruthless succubus with a hunger for power, the empire is a dangerous but opportunity-filled land. Its vast armies and dark magics make it a formidable foe, but navigating its politics and dangerous alliances could allow you to influence the empire from within—or dismantle it entirely.

2. Kimia Order of sorcery

The Kimia Order is a bastion of magical knowledge and arcane power, renowned for its mastery of golems and spellcraft. Aligned with the Holy Alliance, this mystical nation provides crucial support in the form of sorcerers and enchanted constructs, enhancing the alliance's ability to combat the dark forces of Negramstia. Starting here allows you to immerse yourself in the secrets of magic, potentially harnessing ancient knowledge to sway the tides of war. However, the internal politics of the order can be as treacherous as any battlefield.

3. Merchant Nation alliance of Tuzul

The merchant nation of Tuzul is a bustling hub of trade and wealth, ruled by the cunning half-king, Mel Mel. Known for its shrewd economic policies, Tuzul funds the mercenary armies of the Holy Alliance, ensuring that the war effort remains well-supplied and well-equipped. Starting in Tuzul provides opportunities to amass wealth, broker alliances, and perhaps even manipulate the war for personal gain. However, the nation's reliance on commerce makes it vulnerable to espionage and sabotage, requiring sharp wit and strategic thinking to thrive.

4. Kitsune Principality of Fuswald

Fuswald is a land of shadows and intrigue, ruled by beastmen and renowned for its elite shinobi warriors. These espionage experts specialize in sabotage, reconnaissance, and assassination, making Fuswald an invaluable ally to the Holy Alliance. Starting here immerses you in a culture of discipline, stealth, and honor, offering the chance to master the arts of subterfuge and guerrilla warfare. The principality's beastmen rulers are deeply connected to their people, and navigating their unique traditions and politics will be as important as learning their deadly skills.

5. Aurelia Kingdom

The Kingdom of St. Aurelia stands as the heart and central headquarters of the Holy Alliance, a beacon of hope and righteousness for all who oppose Negramstia. This land of faith and chivalry is where paladins are trained to embody both divine justice and martial excellence. Led by the noble Princess Iris, a paragon of leadership and virtue, St. Aurelia inspires its allies with its unwavering commitment to the cause. Starting here immerses you in a disciplined and devout society, where the forces of light prepare to take on the darkness. However, the pressure of leading the alliance from the frontlines weighs heavily on the kingdom, making loyalty and strength essential traits for those who call it home.

6. Kingdom of Eldonia

The Kingdom of Eldonia is a neutral nation with no stake in the conflict between Negramstia and the Holy Alliance. Situated in the vast deserts at the heart of the continent, Eldonia acts as a buffer zone, surrounded by warring factions on all sides. Its people, known for their resourcefulness and resilience, have adapted to the harsh environment and thrive as traders, mediators, and desert navigators. Eldonia's leaders, pragmatic and focused on survival, have chosen neutrality to avoid the devastation of war, offering refuge and trade to all who respect their boundaries. However, as the battlefield inches closer, maintaining this neutrality becomes a perilous balancing act. Starting here immerses you in a land of scorching sands, vibrant markets, and delicate diplomacy, where every decision could tip the scales of war or peace.

Alignment

Here you will decide in which faction you will be part of when the conflict starts:

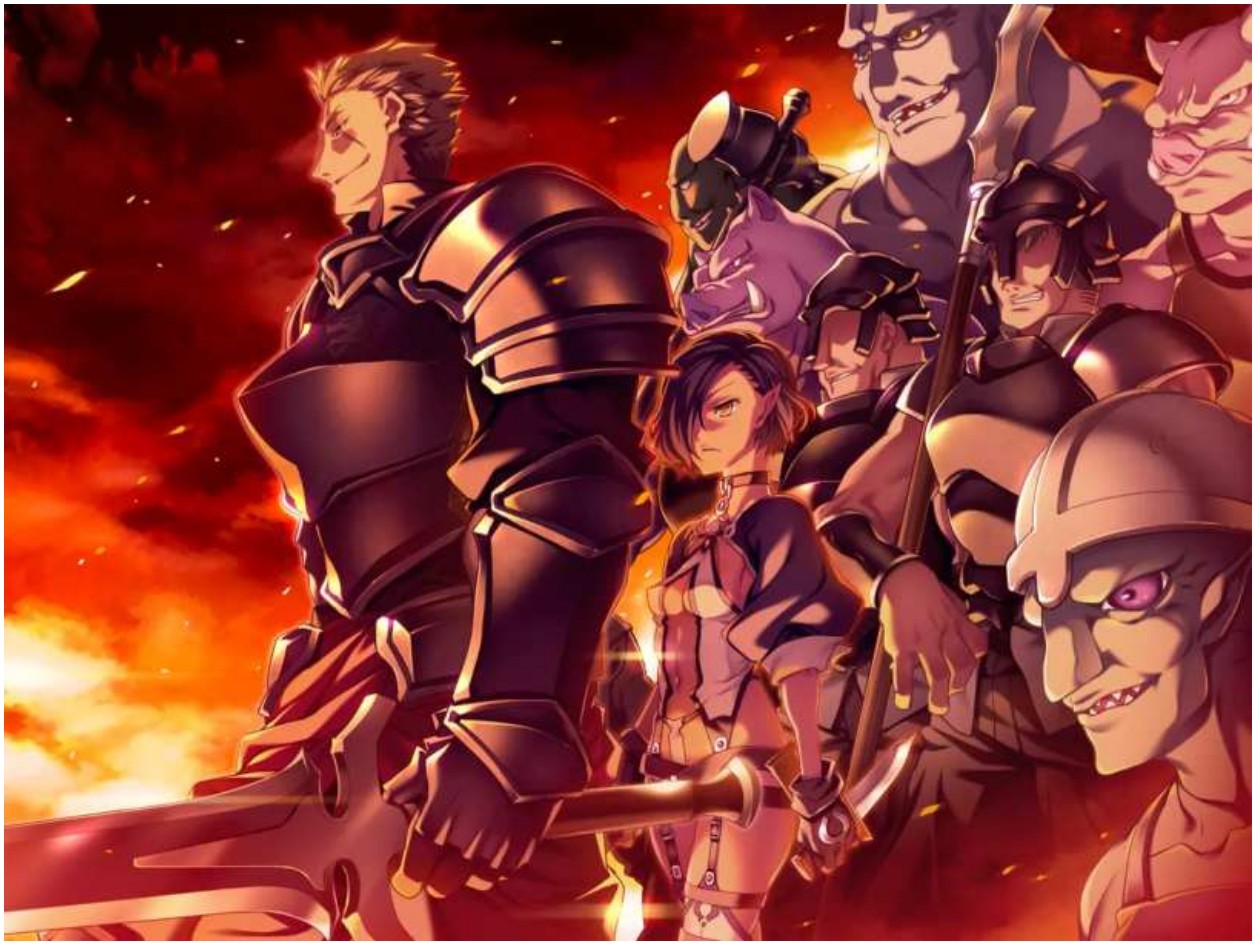
The Cuntry
Aligning with the Cuntry means embracing the dark ambitions of the Negramstia Empire. Under the rule of Empress Radomira, this faction thrives on conquest, domination, and the enforcement of its oppressive policies. As a member, you will have access to the empire's vast armies, dark magics, and ruthless strategies. However, loyalty to such a regime comes at a cost, and dissent is rarely tolerated.

The Holy Alliance
Joining the Holy Alliance means standing against tyranny and fighting for freedom and justice. Composed of united nations with diverse strengths, the alliance is led by noble leaders like Princess Iris and the skilled half-elf Serafina. As a member, you will work to dismantle the Negramstia Empire and protect the oppressed, forging bonds with other nations to secure a brighter future.

Gender

Here you will have the freedom to decide what race and gender you want to be.

For your gender, a unique consideration applies due to the harsh realities of this world. Choosing to be female comes with an additional +200 CP as compensation for the significant dangers and challenges you will face. In this world, being a woman is fraught with peril, and survival will demand both caution and resilience. However, this bonus 200 CP will be void if, at any point, you decide to retain the ability to change genders.



Race

Here are the races that you can become. Choose one:

Human [Free]

The most adaptable and versatile of all races, humans thrive in any environment. They excel in a wide range of professions and have a strong presence in nearly every faction. While humans lack innate abilities compared to other races, their determination and ingenuity often make up for it.

Goblin [100 CP]

Goblins are small, cunning creatures often found in the darker corners of the world. Despite their diminutive size, they are incredibly resourceful and can craft powerful tools and weapons, often making them ideal as engineers or scouts. While goblins may lack physical prowess compared to other races, their sharp minds and ability to adapt to almost any situation make them valuable allies or dangerous foes when underestimated.

Halfling[100 CP/Female only]

A race that resembles children in appearance but possesses physical power vastly exceeding that of fully grown humans. Celebrated for their unparalleled strength and expertise in forging weapons, they are both admired and feared across the land. However, their dependence on external races for procreation makes them a mysterious and often solitary people.

Beastman [200 CP]

Beastmen are humanoid creatures with animal-like features such as tails, fur, or claws, known for their exceptional strength, speed, and agility. These fierce warriors often hail from the Kitsune Principality of Fuswald and specialize in espionage, guerilla warfare, and survival. With a deep connection to nature and their primal instincts, beastmen are formidable fighters and hunters, often using their heightened senses to track or overpower enemies.

Orc [200 CP/Male only]

Orcs are brutish, powerful creatures known for their immense physical strength and combat prowess. As a male-only race, orcs are primarily found as warriors or mercenaries, often hired for their sheer might in battle. While their intelligence is often underestimated, orcs possess a strong sense of honor and camaraderie. Their brutal nature makes them both feared and respected across the continent, but they are also known for their tribal societies and fierce loyalty to their kin.

Ogre [300 CP/Male only]

Ogres are massive, hulking creatures that tower over most other races, with strength that matches their size. Male ogres are rare and highly sought after as warriors or mercenaries due to their near-invincible durability and overwhelming power. Despite their intimidating appearance, ogres are often misunderstood, with a deep sense of pride in their heritage and combat skills. As a race, they are often solitary, but their strength makes them indispensable in any conflict.

High Elf [300 CP]

High Elves are descended from the legendary female giants who once ruled the continent. They live for hundreds of years, retaining their youth and vigor for much longer than any other race. Known for their elegance, intelligence, and mastery of magic, High Elves are among the most powerful and respected beings in the world. Their long lifespan gives them a unique perspective on history, and they are often sought after as advisors, mages, or diplomats. As a High Elf, you share a deep connection to both the mystical and the ancient, making you a formidable force in any battle.

Dark Elf [300 CP/Female only]

Dark Elves are a race of all women, originating from a powerful but secretive lineage hidden deep in ancient temples in the far north. Pure Dark Elves are incredibly rare. Known for their exceptional magical abilities, agility, and stealth, Dark Elves are fierce, independent, and highly protective of their unique heritage. They often operate in the shadows, working as spies, assassins, or mages for those who can afford their services.

Succubus [600 CP/Female only]

Succubi are a demonic race that evolved from the original Tieflings into one of the most powerful and feared monsters in the world. With their seductive abilities and mastery of manipulation, succubi can bend the wills of others to their desires. Their dark magic and allure make them both dangerous and alluring, capable of draining the life force of others through intimate connections. Succubi possess extraordinary strength, charm, and the ability to manipulate both the physical and magical realms. Their evolution into a dominant force has made them a crucial part of Negramstia's power structure.

Half-Races [Total Cost + 100 CP]

Due to the world's tumultuous history and the intermingling of various races, pure races are becoming increasingly rare. As a result, half-breeds have emerged, combining traits from two different races. This allows you to create a hybrid of your choosing, blending the strengths, abilities, and weaknesses of both parent races. Choosing this option gives you more versatility and adaptability, but the cost comes with the challenge of reconciling the traits of both bloodlines, which may lead to cultural clashes or internal conflict.



Jobs

Here you will choose one job or occupation of who you are in this world.

Soldier

As a soldier, you are trained to be the backbone of any army, whether it be the disciplined ranks of the Holy Alliance or the brutal forces of Negramstia. Skilled in combat and strategy, you are adept at wielding a variety of weapons, from swords to spears, and thrive in the chaos of the battlefield. Soldiers are often called upon to lead the charge, defend strongholds, or execute precise maneuvers, relying on their physical prowess and unwavering determination. Choosing this role places you at the heart of the conflict, where your decisions and bravery can turn the tide of war.

Magician

As a magician, you wield the arcane forces of the world, mastering spells that can heal allies, devastate enemies, or alter the fabric of reality itself. Whether trained in the prestigious academies of the Kimia Order of Sorcery or a self-taught prodigy, your magical abilities make you a valuable asset to any faction. Magicians are versatile and powerful, capable of shaping battles with fireballs, summoning creatures, or erecting barriers to protect their comrades. Choosing this role allows you to explore the mysteries of magic and carve your path as a force of wonder and destruction.

Shinobi

As a shinobi, you are a master of stealth, subterfuge, and precise strikes. Hailing from places like the Kitsune Principality of Fuswald, you specialize in espionage, sabotage, and assassination. Your agility and cunning make you invaluable for covert missions, infiltrating enemy strongholds, or gathering intelligence. Armed with daggers, throwing stars, and an arsenal of tools, shinobi thrive in the shadows, using deception and skill to overcome challenges. Choosing this role lets you weave through the conflict unseen, striking swiftly and decisively before vanishing into the night.

Merchant

As a merchant, you are the lifeblood of the economy, trading goods, information, and influence across borders. Whether dealing in weapons, magical artifacts, or exotic spices, you have a keen eye for opportunity and the charisma to seal the most lucrative deals. Merchants are often behind the scenes, funding armies, negotiating treaties, or amassing fortunes in times of both peace and war. Choosing this role allows you to wield power not through force, but through wealth and connections, making you a shrewd and indispensable player in the world's unfolding drama.

Nobility [200 CP]

As a noble, you are born into privilege and power, wielding authority over lands, armies, and people. Whether you are a just ruler fighting for the greater good or a cunning schemer plotting to expand your influence, your status opens doors and commands respect. Nobles are often deeply involved in the politics of the conflict, forging alliances, rallying troops, or making critical decisions that shape the fate of nations. Choosing this role places you in a position of immense responsibility and influence, where your choices can lead to glory or ruin for your people.



Perks

You receive discounts based on your origin with 100 CP discounted ones being free.

General

Hentai Body [Free]

Just like many characters in this world, you have an appearance that turns heads. You start with a minimum attractiveness of 8/10 and have the freedom to choose any body shape you prefer. Given the hentai game influences of this setting, you can select a body type ranging from a loli-like figure, to a more voluptuous form with large, head-sized breasts. Additionally, as a bonus, your body will remain attractive at all times—sweat will enhance your appeal, and any dirt or filth will be easily washed away. Also your body can also survive any rough sex that this world may throw at you. Also this perk can be given for free to any companion or allies in future worlds.

Hentai Armour [Free/100CP]

In this world, skimpy armor is not only fashionable but also practical and fully functional. Regardless of the exposure, your armor provides complete protection depending on its type. Plate armor offers maximum defense against physical damage, while wizard armor provides significant elemental resistance. This perk comes free of charge during your stay in this world.Should you wish to bring this unique fashion sense to future worlds, it will cost you 100 CP. This ensures that wherever your adventures take you next, you can continue to enjoy the stylish and protective benefits of “armor”.

Hentai Beauty [Free/100CP]

In this world, beauty is an almost universal trait among its inhabitants, particularly the women. Nearly every girl you encounter possesses a striking allure, with their appearance effortlessly reaching a minimum of 7 out of 10 in terms of attractiveness. Their features are perfectly balanced, radiating charm and elegance, while their physiques are sculpted to embody the pinnacle of sensuality and appeal. This extraordinary level of beauty is a natural standard here, requiring no additional cost. However, should you desire to carry this exceptional allure with you into future worlds, it would require an investment of 100 CP to maintain such captivating looks and proportions beyond this realm.

It's an Hentai series after all… [Free/100CP]

You are in a Hentai and you will be stripped naked a lot. That’s just how it is, because for some reason, any damage you take will be 100% absorbed by your clothes, eventually breaking them as if to reflect your status in a visually sexy manner. Because of this, as long as you are here being naked or partially naked in public won't bother you as much, and the taboo of being naked has been lifted from society's norms. You will get some perverted (or judging) stares from people but nothing more. If you want to bring this perk to future worlds a payment of 100CP will be needed.

Perfect Memory [100 CP]

You now possess the remarkable ability to create mental "screenshots" and "videos" of events you deem significant, capturing every detail with perfect clarity. These recordings can be replayed in your mind at will, allowing you to relive the sights, sounds, and emotions of those moments as vividly as when they first occurred. This capability ensures that no important detail is ever lost, whether it’s a crucial conversation, a breathtaking view, or a critical piece of information. With Perfect Memory, your mind becomes an infallible archive, providing you with unparalleled recall whenever you need it.

Hey, She’s Cute [100 CP]

Consider yourself fortunate! You now possess the uncanny ability to encounter individuals who perfectly match your ideal preferences and "strike zone." Not only that, but these individuals are naturally inclined to be receptive to your advances, making interactions with them smoother and more favorable. This doesn’t guarantee instant relationships or unconditional love, but it does mean that the usual barriers of awkwardness or rejection are significantly minimized.

Matriarchy [200 CP]

Due to the unique origins of this world, you now have the option to shape future worlds you journey through into ones where leadership and organizational power are predominantly held by women. With this feature enabled, 90% of leaders and members within major organizations, governments, and groups will be female, reflecting a society where women dominate both the societal and hierarchical structures. You can toggle this feature on or off at the start of each jump, allowing you full control over how gender roles are represented in your ongoing adventures.

Hentai Craftsmen [400 CP]

You are now able to create your own armor based on the hentai logic of this world and weapons with various effects, depending on the materials you have on hand. The rarer the material, the stronger the armor or weapon you create. But that's not all—you also have the ability to upgrade or change its appearance to any armor and weapons you possess to a hentai equivalent here. This upgrading process will require both materials and lots of gold. So, if you have armor or a weapon that holds sentimental value, you can continuously upgrade it, enhancing its power and utility over time. This skill ensures that your equipment can evolve with you, always staying relevant and effective in your adventures.

The Cuntry

Evil Smile [100 CP]

Your smile exudes a chilling, malevolent aura that sends shivers down the spines of anyone who sees it. It's a clear, unmistakable signal to others that you are not to be trifled with. This unsettling grin can strike fear into your enemies, cowing them into submission or making them think twice before opposing you. Whether you use it to intimidate, assert dominance, or simply for dramatic flair, your sinister smile is a powerful psychological weapon.

To Loot Is Mine [100 CP]

Anything you acquire through conquest—be it gold, equipment, or other spoils—is undeniably yours. These items are marked in a way that others instinctively recognize, deterring any attempts to steal, tamper with, or dispute your claim. Your right to your loot is absolute, and those around you will respect this fact, ensuring that the spoils of your victories remain securely in your hands.

Sex Savant [100 CP]

You possess an unparalleled, instinctive understanding of the intimate arts, making you a prodigy in matters of passion and pleasure. Your skill and finesse in these areas go beyond what is humanly possible, ensuring that you leave an unforgettable impression on anyone lucky enough to experience your talents. This expertise transcends mere physicality, allowing you to connect with others on a profoundly deep and intimate level.

Charm Magic [200 CP / Free for Succubus]

You possess the ability to wield powerful charm magic, enabling you to manipulate the emotions, thoughts, and actions of others. Whether through subtle persuasion or outright domination, you can sway minds and bend wills to suit your desires. This magic is particularly effective for seduction, diplomacy, or disarming hostilities, making it a versatile tool for achieving your goals. For Succubi, this potent skill is innate and comes at no cost, reflecting their natural affinity for enchantment and allure.

Weakness [200 CP]

You have an uncanny insight into the vulnerabilities of others, both mental and physical. This ability allows you to identify precisely what can cause someone to betray their allies, lose their resolve, or even succumb to despair. Whether exploiting a person's fear, pride, or guilt, you know how to push the right buttons to turn even the most steadfast individuals to your side or break their spirit entirely. It's a gift that makes manipulation and sabotage your forte.

I Killed Him, So What [200 CP]

When you eliminate someone, as long as it's in service of advancing your organization's goals, you are protected from repercussions. No one will seek vengeance or justice for your actions, as the context of your deeds renders them untouchable. This ensures that you can act decisively and without fear of retaliation, provided your motivations align with your faction's mission. It's an invaluable perk for those who operate in the shadows or on the battlefield, ensuring your actions remain unchallenged.

Training of Women [400 CP]

You possess a unique and controversial method of training others by utilizing pleasure as a tool to accelerate their acquisition of skills. The skills they learn must either be ones you have mastered or ones that directly align with your preferences and desires. Even if they initially detest the process, your approach proves highly effective, allowing them to develop and refine their abilities at an extraordinary pace. This method ensures rapid growth but requires a strong understanding of what motivates or compels the individual in question.

Absorbing Mana [400 CP / Free for Succubus]

Every intimate act you engage in grants you the ability to siphon a portion of your partner's soul, further enhancing your own powers. This absorption bolsters your strength, magical capabilities, and overall potential. With repeated interactions, you can even begin to assimilate the skills and abilities of those you consume, making you progressively more formidable. For a Succubus, this power is intrinsic, reflecting their nature as apex beings in the realms of magic and allure.

To Submit [400 CP / Free for Succubus]

You possess an irresistible allure that leaves a lasting mark on those who experience your touch in moments of pleasure. Anyone you engage with in such ways will become deeply addicted to your presence, finding interactions with others wholly unsatisfying. Over time, this dependency grows, compelling them to seek only you for their desires. When they fully submit to you, a magical seal of ownership appears on their abdomen, symbolizing your absolute claim over their body and soul. For Succubi, this power is innate, underscoring their dominance and unparalleled influence over those who fall into their grasp.

Erotic Tentacle and Phallic Magic [600CP/Free for Succubus]

A unique and specialized form of magic that allows you to summon and control tentacles and phallic constructs infused with magical energy. These creations are extensions of your will, fully under your command, and can be used for a variety of purposes. Whether for binding, restraining, or indulging in acts of pleasure, they respond with precision and sensitivity to your intent. This magic is inherently versatile, capable of scaling in size, strength, and texture depending on the scenario.

The summoned constructs are infused with an enchanting aura that enhances the sensations of those they touch, amplifying pleasure or creating an intense focus on their presence. These magical creations can also be imbued with secondary effects, such as healing, calming, or even casting protective spells upon their targets. While undeniably potent for intimate scenarios, their utility extends to combat and subjugation, making this magic a formidable asset in both the battlefield and the bedroom.

Demon Creation [600 CP]

You have unlocked the ability to summon and create demons directly from the depths of hell, binding them to your will with unwavering loyalty. These infernal entities obey your every command, serving as your enforcers, soldiers, or even emissaries in your plans. At the start, you can summon an army of 1,000 weak demons, each capable of overwhelming enemies through sheer numbers and persistence. These lesser demons are perfect for reconnaissance, swarming tactics, or performing menial tasks.

As your power grows, you gain the ability to create stronger, more intelligent demons, each tailored to your needs and desires. These creations can serve as elite warriors, cunning strategists, or even trusted confidants, depending on their design. Your dominion over these fiends reflects the darkness within you, making you a formidable force capable of challenging the strongest foes and reshaping the battlefield with your unholy army.

Corruption of Men [600 CP]

You harbor a deep and insidious darkness, granting you the ability to corrupt the hearts and minds of others with your influence. Through your will, knowledge, and charisma, you can sow seeds of depravity and transform individuals, organizations, and entire societies to align with your twisted ideals. Over time, your corruption spreads like a plague, eroding morals and reshaping the very fabric of the world around you.

With patience and persistence, you can build a nation in your image—a mirror of "The Cuntry"—where your ideology reigns supreme. From the highest leaders to the humblest citizens, all will succumb to your influence, creating a society that reflects your desires. This power is as dangerous as it is profound, offering you the chance to reshape the destiny of a continent through manipulation and the allure of darkness.

The Holy Alliance

Divine Smile [100 CP]

Your smile radiates warmth, hope, and reassurance, filling those around you with a sense of comfort and trust. It has a near-divine quality, making even the most jaded or skeptical individuals feel at ease in your presence. Whether used to inspire allies, diffuse tense situations, or charm a crowd, your smile serves as a beacon of light that uplifts and unites those who follow you.

Allies Finder [100 CP]

You have an uncanny ability to locate and attract those who share your goals, values, or purpose. Whether you're in a bustling city or the most desolate wasteland, you can identify individuals who would make valuable allies or companions. These people will feel a natural pull toward you, making it easier to forge meaningful partnerships and build a loyal team.

Purity of Heart [100 CP]

No matter how much darkness surrounds you or how deeply you are exposed to corruption, your mind and heart remain pure and unyielding. You are immune to the allure of decadence, hedonism, and manipulation, standing firm in your convictions. This inner strength ensures that your will is unbreakable, allowing you to stay true to yourself even in the most dire circumstances.

Right on Time [200 CP]

You possess an almost supernatural sense of timing, always finding yourself in the right place at the right moment. Whether it's to thwart an enemy raid, intercept an ambush, or uncover a traitor's plot just as it begins to unfold, you are always where you're most needed. This ability allows you to protect your faction and stay one step ahead of those who seek to undermine it.

Lie Detector [200 CP]

You have an innate ability to sense falsehoods, making you a living lie detector. When someone lies to you, subtle tells become obvious, whether in their tone, body language, or the energy they give off. This skill makes deception almost impossible to escape from under your scrutiny, allowing you to uncover hidden truths and hold people accountable for their words.

Admirers [200 CP]

Your charisma and presence naturally draw others to you, creating a devoted group of admirers wherever you go. These admirers may look up to you as a leader, seek to emulate your actions, or harbor romantic feelings for you. Their loyalty and admiration make them eager to assist you in your endeavors, offering both emotional support and practical help whenever you need it.

More Valuable Alive [400 CP]

Your life holds immense value to those around you, whether due to your skills, influence, or symbolic importance. Enemies are far less inclined to kill you, often opting to capture, negotiate, or manipulate you instead. This makes assassination attempts rare and ensures that even in hostile situations, your survival is prioritized. This unique position allows you to leverage your worth to your advantage, gaining opportunities even in the most perilous circumstances.

Will Stronger Than Stone [400 CP]

Your willpower is unshakable, surpassing even the strongest physical defenses. No amount of torture, temptation, or mental manipulation can break your resolve. You are immune to fear and despair, allowing you to remain steadfast in the face of overwhelming odds. This inner fortitude inspires those around you and makes you an indomitable force, capable of overcoming any challenge through sheer determination.

Clergyman [400 CP]

You are a respected and powerful member of the clergy, wielding divine authority and influence. Your faith grants you access to sacred rites, blessings, and miracles, which you can use to heal allies, banish darkness, use clairvoyance, or inspire hope. As a clergyman, you are a beacon of light and a symbol of righteousness, commanding respect and loyalty from those who share your beliefs. Your position also gives you significant sway in religious or political matters, making you a vital figure in both spiritual and worldly affairs.

Reincarnation of the Goddess Laurendeau [600 CP]

You are the reincarnation of the revered Goddess Laurendeau, a divine being prophesied to awaken during the most perilous times to save the people of Eos. Before your divine rebirth, your beauty was already extraordinary, drawing admiration and awe from all who laid eyes on you. However, now that you carry the spark of divinity, your beauty has been elevated to an unimaginable level—an 11/10. This enhanced beauty isn't just for show; it exudes an aura of grace and magnetism that compels others to blush and lower their defenses in your presence.

With the spark of divinity now embedded within your being, you are akin to a minor demigod, making you immune to degradation, aging, or any corrupting forces. Your body and spirit are preserved in their perfect form, untouched by time or decay. This divine transformation also enhances your charisma to celestial proportions, allowing you to effortlessly influence others and gain their trust.

In addition to your newfound allure, your powers are now intricately tied to the forces of holiness and healing. Your control over holy magic is unmatched, allowing you to heal wounds, bolster the spirit, and create holy artifacts imbued with powerful divine properties.

Ultimate Holy Figure [600 CP]

You embody the pinnacle of holiness and divine power, allowing you to heal not only physical wounds but also the most broken of minds. Your touch can soothe troubled souls, restoring clarity and peace to those who have suffered mental anguish or corruption. Your purification abilities go far beyond the ordinary; you can cleanse the deepest corruption, reversing any harmful changes or diseases in both individuals and entire environments. Whether it's a body ravaged by dark magic or a place tainted by malevolent forces, you can restore purity to it all.

In addition to these powers, you are a walking force of purification when it comes to demons and other dark entities. You can banish demons with ease, sending them back to their infernal realms, and even weaken or restrain them with a mere wave of your hand. Your control over holy energy is so profound that you can create powerful barriers filled with divine light, protecting allies or sacred spaces from the encroachment of darkness. These barriers are impenetrable by most evil forces, and your very presence serves as a beacon of hope and safety in a world beset by shadows.

Divine Wrath [600CP']

You wield the unparalleled power of divine retribution, channeling holy energy that can decimate entire armies with a single invocation. Your strikes are infused with the purest essence of the divine, effortlessly bypassing most physical and magical defenses, and delivering overwhelming devastation to unholy or corrupted entities. When you unleash Divine Wrath, you summon radiant beams of light, celestial storms, or earth-shaking purges that obliterate your foes with precision and ferocity.

This ability not only serves as a testament to your divine connection but also establishes you as a living embodiment of judgment and righteousness. Your enemies cower in fear at the sheer destructive power you command, while allies rally behind your divine presence, knowing they are guided by an unstoppable force for justice.

Soldier

Soldier Discipline [100 CP]

Your body and mind have been honed through rigorous training and discipline, making you a steadfast and unwavering warrior. This discipline extends beyond mere combat techniques—it strengthens your resolve, focus, and adaptability. In battle, you can maintain a level-headed approach even in the most chaotic situations, making you a reliable presence on the battlefield. Your discipline allows you to follow commands with precision, act as a leader when needed, and maintain a calm demeanor under pressure, making you a formidable force for any faction you align with.

Weapons Proficiency [100 CP]

You are proficient with a single weapon of your choice, wielding it with exceptional skill. Whether it's a sword, spear, bow, or another weapon, you have trained extensively and can use it effectively in a variety of combat situations. You can purchase this proficiency multiple times, allowing you to specialize in different weapons if you wish. Each weapon you choose becomes an extension of yourself, and your skill with it ensures that you can face any opponent, whether in duels or large-scale battles.

Well-Trained Body [100 CP]

Your physical body has been meticulously trained to withstand the demands of combat. With this perk, you possess exceptional strength, speed, and stamina, allowing you to engage in physical tasks and combat for extended periods without tiring. Your endurance in battle is unparalleled, and your reflexes are honed to the point where you can react to threats with near-instantaneous speed. This training ensures that you can hold your own against most adversaries, even when outnumbered or outclassed.

Use All Limbs [200 CP]

You have the remarkable ability to use all of your limbs with the same level of dexterity, strength, and control as if they were your primary limbs. This allows you to fight or perform tasks with unparalleled efficiency, whether you're wielding multiple weapons, performing complex maneuvers, or even engaging in multi-tasking activities with ease. Every limb becomes an extension of your will, allowing you to react to threats and opportunities with remarkable coordination and speed. Whether in combat or daily life, you can engage all of your limbs simultaneously without any loss of skill or precision.

Tireless [200 CP]

You have been blessed—or cursed—with an infinite reservoir of stamina. You never tire, no matter how long you engage in physical activities or combat. Whether fighting for hours on end or performing demanding tasks without rest, your body never requires sleep, food, or even moments of respite. This tirelessness makes you an unstoppable force in battle, capable of overwhelming your enemies through sheer persistence. Your mind remains clear and focused, allowing you to endure even the most grueling challenges without ever feeling fatigue or needing to pause.

Dark Templar/Paladin [200 CP]

You have chosen to walk a path that straddles both light and shadow, becoming either a Dark Templar or Paladin depending on your alignment. As a Templar for Cuntry , you draw strength from dark forces, wielding power that allows you to control shadows, curse your enemies, and summon dark energies to your aid. As a Paladin for Holly Alliance , you balance this darkness with your oath to protect the innocent, using your holy abilities to heal, defend, and smite your foes. You are a warrior capable of wielding both light and dark powers, and you can choose when to call upon either aspect of your abilities to suit your needs in combat or other situations.

Super Strength [400 CP]

You possess physical strength far beyond that of your race. Your muscles are not only larger but also denser and more efficient, allowing you to perform feats of power that others can only dream of. Lifting massive objects, breaking through barriers, and overpowering enemies in hand-to-hand combat are all within your capabilities. This enhanced strength gives you a tremendous advantage in both physical confrontations and tasks that require raw power, making you a force to be reckoned with. Even when faced with formidable opponents or overwhelming odds, your strength remains your greatest asset.

Iron Skin [400 CP]

Your skin is tough and resistant to physical harm, either due to extensive scarring or its natural durability. This makes you incredibly difficult to injure with conventional weapons or attacks. Your wounds heal at an accelerated rate, far faster than a normal person's, allowing you to recover from injuries that would incapacitate others. Whether you're enduring the blows of a fierce opponent or withstanding environmental hazards, your body can take more damage than most could ever imagine. T

The Realm of Heroes [600 CP]

You have entered a realm where only the most legendary individuals of all time are deemed worthy to exist similar to Iris Arcadia or Direc Rond . This realm is a place where those who have accomplished feats of great significance or have achieved exceptional greatness are revered as heroes. You now stand among these towering figures, with a status and power that reflects your newfound place in this extraordinary world. In terms of combat, you have been granted a hero-class status, elevating your abilities to extraordinary heights. Your skills, strength, and reflexes now rival those of the greatest warriors in history. You can effortlessly read the battlefield, anticipate your opponents' moves, and respond with an almost supernatural level of efficiency. Your endurance and physical capabilities are beyond the reach of normal mortals, and your strategic mind allows you to outmaneuver and outlast even the most skilled opponents. Your legendary prowess makes you a force to be reckoned with, someone who will leave an indelible mark on the world.

Magician

Detect Magic [100 CP]

You have the ability to sense the presence of magic in your surroundings. Whether it's an enchanted object, a spell being cast, or a hidden source of magical energy, you can detect it with ease. This ability extends to both visible and invisible magical effects, allowing you to quickly identify magical traps, hidden enchantments, or sources of arcane power. Your senses are finely tuned to perceive the subtle shifts in the world that occur due to magic, and this skill can be crucial in identifying threats or uncovering secrets.

Alchemist [100 CP]

You have mastered the art of alchemy, capable of brewing potions, elixirs, and other concoctions with magical or transformative effects. Whether crafting healing potions, brews that enhance your physical attributes, or even dangerous substances that can harm your enemies, your skill as an alchemist is unrivaled.

Elemental Magician [100 CP]

You are particularly skilled in one element of magic, choosing from the basic forces of nature to specialize in. Whether it's fire, water, earth, or air, you have an innate ability to manipulate and cast spells related to that element. Your magic is far more potent in this area compared to others, allowing you to shape and control your chosen element with ease. Whether you create fierce firestorms, command the winds, manipulate water to suit your needs, or mold the earth beneath you, your expertise in this element makes you an invaluable force to reckon with in both combat and non-combat situations. Your spells are not only more powerful, but also more precise and efficient.

Golden Mind [200 CP]

Your intellect has transcended the ordinary, granting you superhuman levels of cognitive ability. This doesn't mean you automatically know everything, but your brain works at an extraordinary level of efficiency. You can process vast amounts of information quickly, solve complex problems in moments, and recognize patterns that others may miss. When you decide to learn something, it comes to you almost effortlessly. You have the capacity to quickly absorb, understand, and apply new concepts across a wide range of fields, making you an expert in many areas if you put in the effort. Your mind is a powerful tool, capable of outsmarting opponents and solving challenges that would be too complex for others to comprehend.

Necromancy [200 CP]

You possess the dark and forbidden art of Necromancy, enabling you to raise the dead as your loyal minions, strike fear into your enemies, and wield death itself as a weapon. By channeling the energies of life and death, you can raise corpses from their graves, bringing them back as mindless servants or empowered warriors to fight for you. You can also use necromantic magic to lash out at your enemies, causing pain, decay, and even draining the life force from them. This power grants you dominion over death itself, and with enough mastery, you could even bend the forces of life to your will, corrupting the land and creating your own dark realm.

Craft Magical Talismans [200 CP]

With your expertise in magical crafting, you are capable of creating powerful talismans that imbue objects with enchantments, protection, or unique properties. Whether creating wards to shield against magical attacks, charms to enhance your own abilities, or cursed talismans to afflict your enemies, your skill in this art is unmatched. These items are more than mere trinkets; they are powerful conduits for your magic, allowing you to influence the world around you in ways that would otherwise be impossible. With enough time and resources, you can create talismans for nearly every purpose, from combat to healing, protection, and even fortune.

Magical Powerhouse [400 CP]

You are a force to be reckoned with in the realm of magic. Your magical reserves are vast, allowing you to wield spells of immense power that can rival or even exceed the strength of other skilled magic users. Not only are your reserves far more abundant than most, but your ability to regenerate them is also remarkably fast, ensuring you rarely face a shortage of magical energy in battle. Your spells—especially those focused on dealing direct damage—are far more destructive than those of your peers. Whether you unleash devastating blasts of elemental force, create powerful barriers, or manipulate time itself, your magical strength is unmatched. Your sheer magical presence is enough to shift the balance of power in any conflict, and with your unrelenting energy, you can maintain your onslaught far longer than most.

Pleasure Tools [400 CP]

You have mastered the creation and usage of pleasure-enhancing tools and devices. Whether it's crafting intricate sex toys, enhancing intimacy, or developing tools designed to increase pleasure like sex tattoos, you have a unique talent for understanding the intricacies of desire. These devices aren't just ordinary tools; they're crafted with magical precision to ensure maximum pleasure, catering to various preferences and needs.

Artificial Creator [400 CP]

Your skills extend into the realm of creating artificial beings. Whether you're crafting golems for battle, homunculi for household tasks, or other forms of magical constructs, your creations are designed to serve a wide array of purposes. These constructs are more than mere automatons—they possess a degree of intelligence and autonomy, allowing them to act with purpose and execute complex tasks. Your ability to imbue these creations with magical power ensures that they are formidable in combat, efficient in domestic tasks, or perfectly attuned to more personal activities. Whether you use these creations for war, protection, or companionship, they are loyal and effective extensions of your will, making your life more convenient and secure.

Magical Prodigy [600 CP]

You are a true natural when it comes to magic, possessing an extraordinary aptitude for learning and mastering spells at an accelerated rate. With this ability, you can learn any magic spell in half the time it would take a normal practitioner. For example, if a spell would take eight years for an average mage to learn, you could grasp it in just four years. This talent drastically shortens the time needed to master even the most complex and powerful forms of magic. While you can learn spells with incredible speed, your mastery still depends on your ability and training—this ability doesn't give you the power to use magic styles you're not trained in or capable of. This ability also stacks with similar talents from other worlds, further enhancing your magical learning speed and making you a powerful force to be reckoned with in the arcane arts.

Shinobi

Stealth [100 CP]

You are naturally skilled at moving unnoticed, able to blend into your surroundings with ease and avoid detection. Whether it's creeping through the shadows, slipping past guards, or simply staying out of sight, you have an innate ability to move without drawing attention. This ability isn't just about avoiding physical detection—it extends to your ability to mask your presence through magic or simply using the environment to your advantage. Whether you're sneaking into enemy camps, avoiding pursuit, or setting up ambushes, your stealth skills make you a shadow in the night, always unnoticed until it's too late.

Information Leaker [100 CP]

You have an uncanny ability to gather and spread sensitive information with ease. Whether through whispers in the shadows or by manipulating situations, you can leak secrets to the right people at the right time. You know how to plant rumors, slip information under the radar, and exploit weaknesses in others to gather what you need. This ability makes you a valuable asset in any environment where information is power, whether it's in politics, war, or social circles. Your skill allows you to control the flow of information, making you an influential figure in any situation where knowledge can sway decisions or outcomes.

Seductive Smile [100 CP]

Your smile holds a charm that is nearly impossible to resist. When you flash a smile, it radiates a mixture of warmth, confidence, and allure, disarming those around you and lowering their guard. This skill makes people more receptive to your advances, whether you're looking to make allies, gain favors, or manipulate situations to your advantage. Your smile can evoke feelings of trust and attraction in others, making it easier for you to get what you want, whether it's information, resources, or even personal connections. This charm is subtle but effective, and its impact lingers long after you've flashed your most disarming smile.

Assassination [200 CP]

You are a master of taking out targets with precision and efficiency. Whether it's through stealth, poison, or direct combat, you know how to eliminate threats swiftly and without drawing attention. This skill includes not only the physical techniques necessary for assassination but also the knowledge of when and how to strike—understanding the perfect moment to deliver a lethal blow or setting up a scenario that ensures your target's demise. You are trained in various forms of silent killing, using weapons or even your own hands to do the job. This ability makes you a deadly asset, feared by your enemies and respected by your allies.

Master of Disguise [200 CP]

You can alter your appearance with precision, blending into any social setting or location with ease. This ability allows you to take on different faces, clothing, and mannerisms to deceive others into thinking you are someone else. Whether it's slipping into a crowded marketplace as a merchant, infiltrating an enemy base as one of their own, or simply disappearing into the background, you can change your appearance with such finesse that no one will question your presence.

Quick Reflexes [200 CP]

Your reflexes are sharp and instantaneous. This skill grants you heightened awareness and lightning-fast reactions, allowing you to dodge incoming attacks, counter strikes, or escape danger in the blink of an eye. Whether it's in combat or avoiding traps, you can react quickly enough to save yourself from harm. This heightened speed gives you the upper hand in situations where timing is crucial, ensuring that you're always one step ahead of your enemies.

Ninja Tools Mastery [400 CP]

You are skilled in using a variety of ninja tools with precision and effectiveness. Whether it's shuriken, smoke bombs, kunai, explosive tags, or wire traps, you can wield these tools with deadly accuracy and ingenuity. Your knowledge of ninja weapons allows you to improvise and adapt to any situation, making you a versatile fighter and strategist. This skill also includes crafting your own tools, giving you the flexibility to create specialized weapons for specific missions.

Elemental Ninjutsu [400 CP]

You have mastered the art of elemental ninjutsu, allowing you to manipulate the natural elements in combat or for stealth purposes. Whether it's creating fire to burn through barriers, water to create traps or obscuring mist, wind to enhance your movement or defense, or earth to create defensive walls or sneak paths, you can call upon the elements with ease. This ability enhances your combat versatility, enabling you to tailor your approach to any environment or enemy.

Shadow Clone Jutsu [400 CP]

You can create perfect copies of yourself, each with the same skills and abilities as your original form. These clones can perform actions independently, allowing you to overwhelm enemies with numbers or complete multiple tasks at once. The clones are capable of fighting, scouting, and even carrying out missions, though they vanish when severely damaged or destroyed. This technique allows you to turn the tide in battle or deception, making it impossible for enemies to track your true location.

True Death [600 CP]

You have gained the ability to deal a blow so final that it bypasses all forms of revival or resurrection. When you strike, whether by blade, magic, or another means, the target's soul is completely severed from their body, making it impossible for them to be revived by any means—no healing, no necromancy, no divine intervention. This ability ensures that once a target is struck by you, they are gone for good, never to return. It works on all beings, even those that would typically be considered immortal or beyond the reach of normal death, including powerful creatures, gods, and demigods. The power behind this technique also makes it incredibly draining, requiring focus and precision to execute. However, it’s a skill of absolute certainty, ensuring that your enemies will stay down, no matter how powerful or resourceful they are.

Merchant

Poker Face [100 CP]

You possess the ability to keep a completely neutral expression regardless of the situation. Your emotions, thoughts, and intentions are hidden behind an impenetrable mask. This ability allows you to deceive and mislead others effortlessly, making it nearly impossible for anyone to read you, whether it's through facial expressions, body language, or even subtle cues. In situations that require bluffing or keeping a calm demeanor under pressure, this ability ensures you maintain control. This makes you ideal for interrogation, negotiation, and any other scenarios where emotional control is essential.

Bestiary Knowledge [100 CP]

You are a walking compendium of beast knowledge, capable of instantly identifying any creature—whether natural or magical—that you encounter. Upon sight, you will recognize the creature's species, its abilities, behavioral patterns, and what environments it typically thrives in. You also understand the weaknesses inherent to its kind, allowing you to exploit these traits if you have the right tools or skills at your disposal. Additionally, you possess an enhanced talent for taming and befriending such creatures, making it easier to form bonds or train them, assuming you already have the necessary skills to do so. This knowledge gives you an edge in tracking, fighting, or even befriending any beast, as well as in knowing how to deal with them effectively.

Item Appraisal [100 CP]

You possess the uncanny ability to instantly identify and evaluate the worth of any item or artifact you encounter. Whether it's a simple trinket or a powerful magical relic, you can determine its origins, materials, quality, and potential magical properties just by examining it. This skill also allows you to discern hidden or subtle enchantments, curses, or any other qualities that may not be immediately visible. Additionally, you are able to estimate its true value, ensuring you never fall victim to being swindled or overpaying for an item. This skill is incredibly useful for traders, adventurers, and those looking to uncover hidden treasures or magical artifacts.

Rational Tinker [200 CP]

You possess a natural aptitude for inventing and improving technologies, magical devices, and mechanical creations. However, unlike other inventors or crafters, you approach every creation with a methodical, logical mindset, ensuring each component functions in perfect harmony with the others. Whether you're constructing a complex machine, designing a new weapon, or crafting an enchanted artifact, your ability to approach each project with precision means your creations are incredibly efficient, durable, and effective. You can quickly troubleshoot and repair items or technologies, understanding how to optimize them for better performance.

Savvy Negotiator [200 CP]

You have a natural gift for striking deals. Whether you're buying, selling, or trading, you always manage to secure the best terms for yourself. Your negotiation skills are top-notch, allowing you to lower prices, boost your sales, or gain extra perks without even breaking a sweat. This skill works on anyone, from common folk to powerful figures, and makes it nearly impossible for others to swindle you.

Market Analysis[200 CP]

You possess an uncanny ability to assess market trends and understand supply and demand in real-time. You can predict fluctuations in prices, the popularity of certain goods, and the best times to make transactions. With this knowledge, you can make huge profits by buying low and selling high or by strategically timing your purchases. No merchant in your area will be able to outsmart you when it comes to making a profit.

Merchant’s Reputation [400 CP]

Your name is synonymous with fairness, quality, and reliability. Customers trust you, and your reputation as a skilled merchant spreads far and wide. This boosts your sales, as people are willing to pay a premium for your goods or services due to your esteemed reputation. Even those who might usually be distrustful of merchants will give you a chance, knowing that you are known for treating people right.

Global Trade Network [400 CP]

You have established a vast network of contacts across the world, ranging from fellow merchants to powerful buyers and sellers. These connections allow you to easily access rare items, negotiate exclusive deals, and source goods from remote or hard-to-reach places. This vast network ensures that you are always well-supplied and can acquire items that others can't.

Wealth Magnet [400 CP]

You have a natural aura that draws wealth to you. Gold and valuable items seem to find their way into your hands with minimal effort. Whether it's through your business dealings, luck, or divine favor, you have an uncanny knack for accumulating wealth. You'll find opportunities to increase your riches almost effortlessly, as people are drawn to offer you favorable deals or valuable trade items.

Trade Empire [600 CP]

As a powerful mogul, you have the unique ability to grow your commercial operations far beyond what a typical merchant could ever achieve. You can establish networks of shops, trade routes, and distribution centers spanning continents, forging strategic alliances and setting up economic hubs. Whether it's starting small with a few humble trading posts or building entire cities dedicated to commerce, your influence spreads far and wide. Your ventures don't just participate in the economy; they shape it, giving you leverage over local markets, setting the pace for industry standards, and controlling the flow of goods across borders.

Your empire allows you to monopolize key industries, influence government decisions, and even create new economic trends that ripple throughout the entire world. You can craft policies that benefit your business, ensure favorable trade agreements, and gather untold wealth as your business empire expands. As you grow more powerful, your name becomes synonymous with economic dominance, and your reach extends into politics, social structures, and the lives of those around you. With your influence, you can manipulate markets, control rare resources, and even dictate terms that others must adhere to, securing your legacy as a titan of trade.

Nobility

Another passion[free for noble & Succubus/ 400CP for other Jobs]

Due to your noble origins, you possess an innate passion for assuming another job's role, transcending the typical boundaries of your station. For nobles and succubi, this perk is granted for free, reflecting their natural ability to pick up and thrive in multiple roles. For others, the cost is 400CP, but the benefit is the same—unlimited access to another job's tiered perks at a fraction of the price. You can only select one perk per tier, but this allows you to pick and choose the best advantages from any job origin, enhancing your character's capabilities and adaptability as you progress.

Educated [100CP]

As a noble, you've been given the privilege of receiving an exceptional education that would typically be inaccessible to the common folk. Your studies span a wide range of subjects that are essential for someone of your status. These include advanced topics such as etiquette, economics, history, biology, language, mathematics, philosophy, and more. This education allows you to navigate complex social settings, understand intricate systems of governance, and excel in intellectual pursuits. Not only does this training grant you an air of sophistication, but it also updates and adapts to the new knowledge required as you journey through new worlds, ensuring you remain at the top of your game no matter where you go.

Noble Bearing [100CP]

Your presence alone commands respect and admiration. Whether through refined manners, an authoritative posture, or a serene confidence, people instinctively treat you as someone of importance. This bearing allows you to easily integrate into high society, influence others in social situations, and defuse tense situations with a mere word or gesture. Even in unfamiliar worlds, you'll be recognized as a person of high status, opening doors and earning trust effortlessly.

Political Savvy [200CP]

Your sharp political acumen is what sets you apart from others in the court and in power struggles. You have an innate understanding of people's motivations, beliefs, and desires, allowing you to easily gauge their needs after only brief conversations. With this insight, you are able to broker deals that benefit all parties involved, creating a foundation of trust and respect with influential individuals. While some may use their political skills for manipulation, your approach is rooted in integrity—keeping your word and fulfilling promises creates long-lasting relationships, ensuring that your allies remain loyal and your opponents wary. This political savvy not only strengthens your position but ensures that even in the cutthroat world of nobility, you can rise above the petty games and maintain an honorable reputation.

Diplomatic Immunity [200CP]

Your noble status shields you from many common laws and restrictions. In politically tense situations, you can often avoid prosecution, gain special access to high-level meetings, or find your way around legal troubles. Your rank affords you an elevated status, and with this perk, that status gives you leeway in situations where others would be bound by the law.

General [400CP]

You are a natural-born leader on the battlefield, capable of managing large armies with precision and foresight. Your tactical acumen allows you to analyze enemy movements and devise strategies that exploit their weaknesses. You excel at adapting to unforeseen challenges, turning potential disasters into opportunities for victory. Morale among your troops never falters under your command, as your presence inspires unshakable confidence and loyalty. Whether leading a small unit or commanding an entire campaign, your ability to coordinate complex operations and achieve decisive victories makes you a feared and respected general.

Master Administrator [400CP]

Your skills in administration are unparalleled, allowing you to efficiently manage even the most complex organizations or governments. You excel at optimizing resources, streamlining operations, and ensuring every aspect of your domain runs smoothly. Be it managing an army's logistics, overseeing an empire's economy, or developing infrastructure in a fledgling settlement, your organizational prowess ensures success. Corruption is swiftly rooted out under your watch, and productivity flourishes. Your ability to delegate wisely and maintain order makes you an indispensable leader in times of peace and war alike.

Royal Patronage [600CP]

Your noble standing is not just a symbol of prestige—it is a tool to inspire and uplift others. With your patronage, you possess the rare ability to recognize potential in others and nurture it to full bloom. Whether it's a young squire dreaming of knighthood, an artist seeking to create a masterpiece, or a scholar on the verge of a groundbreaking discovery, your support transforms them into legends in their own right. This is more than financial backing; it includes mentorship, access to resources, and the endorsement of your noble name, which opens doors otherwise closed to them.

Those under your patronage are not only grateful but unwaveringly loyal. Their accomplishments directly reflect upon you, and their rise to greatness cements your own influence and legacy. Moreover, the benefits of your patronage extend far beyond individual achievements. The warriors you empower defend your lands with unmatched zeal, the scholars you foster innovate for the betterment of your people, and the artists you support immortalize your name in their creations. This creates a powerful cycle where your investment in others fuels your reputation and influence, solidifying your place as a pivotal figure in the world's history and culture.

Items

You receive discounts based on your origin with 100 CP discounted ones being free. Also any items bought here can be imported to similar items.

General

Kuroinu Armor [Free]

Here, you receive armor or clothing tailored to your personal preferences, though with a notable difference based on your gender. If you are male, your armor or clothing will appear traditional and practical, offering full coverage as one might expect. However, if you are female, your attire will be significantly more revealing, resembling lingerie or minimalist underwear. Despite its provocative appearance, this armor provides protection equivalent to that of a full set of heavy plate armor, shielding you from harm as effectively as its more conventional counterparts.

Basic Weapon and Shield [Free]

You are provided with a standard weapon and shield to start your journey, offering reliable options for self-defense and offense. The weapon you choose will be of high quality, crafted from steel, which is superior to most of the weaponry in this world. This ensures that even though it's a basic tool, it holds up well against threats you will face. Along with the weapon, you also receive a shield, also made of steel, offering solid defense against attacks. Whether you choose a sword, axe, or any other weapon, this combination provides a strong foundation for your adventures, balancing offense and defense from the very start.

Map of Ostia [100CP]

You are granted a comprehensive and magical map of the continent of Ostia, which updates itself automatically to reflect changes in the world. Borders of nations will adjust as kingdoms rise and fall, and any new areas you discover will also be added to the map. If the map is lost or destroyed, it will reappear in your possession within a week. In future worlds, this map will adapt to the local technology—appearing as an app on a smartphone or any equivalent device in

modern or futuristic settings—ensuring you always have a reliable guide, no matter where your journey takes you.

The Cuntry

Plunder Chest [100CP]

You now possess an infinite storage chest tailored for the lifestyle of a plundering conqueror. This enchanted chest allows you to store all your spoils of war—be it gold, treasures, rare artifacts, or other valuables—without any limit. No matter how large or heavy the items are, the chest will accommodate them effortlessly. It's portable and conveniently accessible, ensuring you can retrieve your loot whenever needed. With this chest, you'll never have to worry about how to transport or safeguard your plundered goods, giving you the freedom to focus on expanding your riches.

Plunder List [100CP]

This magical ledger automatically tracks everything you've claimed through your conquests. Whether it's women, gold, treasures, or any other item, the Plunder List meticulously records each acquisition. Not only does it provide an organized inventory of your spoils, but it also updates in real time, showing the current condition and status of each item or individual on the list.

Penis Seed [200CP]

In this world, there exists a unique and mysterious tribe of women who sustain their lineage by mating with outsiders or through the use of a rare artifact known as the *Penis Seed*. Upon purchasing this item, you receive a batch of seeds, each imbued with magical properties. When attached to a woman, the seed temporarily grants her a penis for several hours, enabling reproduction without the need for a male partner. Additionally, the seed induces an increased libido, intensifying the desire to mate with other women during its active period. This artifact is a fascinating tool of survival and reproduction, ensuring the continuation of their tribe in a truly unconventional way.

Aphrodisiac Incense [200CP]

You have been provided with a supply of high-quality incense crafted in The Cuntry, renowned for its potent effects. When lit, this incense fills the immediate area with an intoxicating aroma that causes any females present to enter a state of intense heat, temporarily overwhelming their sanity and inhibitions. The effects persist for as long as the incense burns, heightening their desires and leaving them highly susceptible to their impulses. However, any actions or deeds carried out while under the incense's influence will remain vividly in their minds once the effect wears off, creating lasting impressions and memories that are not easily forgotten

Cage Caravan [400CP]

You now possess a personal, magically enhanced mobile cage, officially approved by The Cuntry, for keeping any female captives who have caught your eye. This caravan is designed to follow you wherever you go, ensuring your captives are always nearby. The cage provides complete care for its occupants, offering food, water, and basic necessities automatically, keeping them in perfect health and comfort. Additionally, it is imbued with powerful enchantments that prevent escape—no captive can leave, nor can anyone interfere or touch them without your explicit permission.

Tentacle Monster [400CP]

You now possess a loyal and obedient tentacle monster, completely under your control. This creature is incredibly versatile, capable of using its tentacles to overpower, defeat, and capture even the strongest humans or characters in this universe, including named individuals. Its strength and cunning make it a formidable ally in combat or any tasks requiring subjugation or restraint. Additionally, if you so desire, the tentacle monster can serve as a "trainer" for any females in your care, ensuring they are thoroughly disciplined and conditioned to your specifications. With this asset at your disposal, your influence and ability to maintain control expand significantly.

Slave Collar [600CP]

You now possess a set of enchanted collars and chains imbued with powerful magic. When placed on a victim, these items ensure total obedience, compelling them to follow your every order without question. The enchantment binds their will completely, making them incapable of disobeying or harming you in any way. Additionally, these collars transfer any physical injuries you sustain to the wearer, effectively making them bear the pain and damage in your place. This ensures your safety and maintains their complete submission.

Furthermore, the chains have the ability to weaken the physical strength and reflexes of the individuals wearing them, making them far easier to manage or manipulate. Whether used for control, discipline, or subjugation, the collars and chains render the wearer utterly vulnerable and dependent on your mercy. With these tools, you can exert unparalleled dominance over those in your possession, ensuring their compliance while keeping them completely at your disposal.

Palace of Pleasure [600CP]

You are now the proud owner of a grand and opulent palace dedicated to indulgence and debauchery. This sprawling estate is a masterpiece of luxury, complete with lavish rooms, extravagant beds, and an abundance of exotic foods, fine wines, and rare liquors. The palace is equipped with every conceivable amenity for pleasure, including an extensive collection of high-quality lotions, sensual tools, and luxurious bathhouses. Beneath the palace lies a hidden dungeon, specifically designed for training and shaping new staff members to your desires.

Your palace comes staffed with 100 individuals, whose physical appearances, races, and uniforms you can fully customize to match your preferences. They are capable of performing basic duties, such as cleaning and serving meals, but they are also completely and willingly available for intimate encounters at any time. The staff’s loyalty and willingness are absolute, ensuring that they cater to your every whim. Should you wish to expand your staff, you can add new members by "breaking" them to your will, incorporating them into the palace's environment of decadence and submission.

The Holy Alliance

Holy Jewelry [100CP]

You now possess a divine accessory that provides continuous minor protection against curses and corruption when worn. Whether it's a ring, necklace, bracelet, or another adornment of your choice, its holy properties ensure you remain shielded from lingering malevolent influences. Though subtle in effect, this jewelry offers a constant safeguard, granting peace of mind in even the darkest places.

Passport [100CP]

You are now the proud owner of official legal documentation that grants you the right to enter and leave any nation that is part of the Holy Alliance. This passport ensures safe and unhindered passage, regardless of border restrictions or political tensions. Additionally, in future worlds, this passport will automatically adapt to the major faction or equivalent group you join, making it a priceless item for maintaining your mobility and access across realms.

Clean Soap [200CP]

You now own a remarkable all-purpose soap that makes cleaning effortless. With just a single wash, it can remove dirt, grime, and odors from your body, hair, clothing, or even armor, leaving everything spotless and fresh. This soap is not only effective but also incredibly efficient, saving you time and energy while ensuring you're always clean and presentable, no matter the circumstances.

Holy Book of the Goddess Laurendeau [200CP’]

This sacred tome contains the wisdom and teachings of past incarnations of the Goddess Laurendeau. Within its pages, you’ll find powerful spells, chants, and rituals imbued with holy energy. These are especially potent for purification, whether you're cleansing individuals, areas, or objects tainted by corruption. The book serves as a vital source of divine knowledge, connecting you to the legacy of the goddess while bolstering your spiritual and magical prowess.

Holy Garments [400CP]
You receive sacred attire akin to those worn by Serafina, consisting of a minimalistic design—a simple piece of fabric covering only the bottom of your body, with no upper wear. Strangely, while wearing these garments, you are not considered naked, as they are revered as holy and traditional attire. This recognition extends even to future worlds, where the outfit is viewed with the same divine respect.The garments are imbued with the blessings of a goddess, significantly amplifying the potency of any holy abilities, spells, or rituals you perform while adorned in them.

Holy Banner [400CP]

You are bestowed with a divine banner blessed by the heavens. This banner, when raised, exudes an aura of divine energy that inspires allies and instills fear in enemies. Its presence bolsters the morale and combat effectiveness of those fighting under it, granting increased courage, strength, and resilience. Additionally, the banner emits a purifying aura that weakens unholy beings and cleanses minor curses or corruption within its vicinity. The Holy Banner is indestructible and can only be wielded by you or those you designate. In future worlds, it adapts to reflect the cultural or religious symbols of that realm while retaining its divine properties, allowing you to unite and lead others under its radiant influence.

Chastity Belts [600CP]

These extraordinary chastity belts are made with divine craftsmanship, imbued with an unyielding enchantment. When worn, the belts cannot be removed or damaged by any means unless the wearer, in a fully sane and rational state, wills their removal. This safeguard ensures complete autonomy for the wearer, providing absolute protection against forced attempts to destroy, unlock, or tamper with the belt. Furthermore, the enchantment extends to anyone attempting to remove it—each failed attempt gradually diminishes their lust for the wearer. Over time, their attraction fades entirely, leaving them completely indifferent to the wearer in a way that is permanent and exclusive to them.

Another unique feature is the belt's ability to eliminate basic physical inconveniences. While wearing it, the wearer does not need to worry about eating, drinking, or using the bathroom, as their body's needs are mystically taken care of. This makes the chastity belts not only a protective tool but also a

practical one for prolonged wear. In future worlds, the belts will adapt in appearance to suit the setting but will retain all their mystical properties, offering unparalleled security and autonomy wherever the wearer ventures.

Spirit of Light [600CP]

You now possess a fragment of the divine essence of Goddess Laurendeau, encapsulated in the form of a radiant, shimmering gem. This artifact holds immense holy power and provides you with versatile uses to harness its divine light. You can choose to forge it into armor or weapons, instantly transforming them into legendary holy relics of unparalleled strength. These items, once imbued with the gem, become fabled armaments worthy of heroes from myth and legend, with the ability to cleanse evil and banish darkness effortlessly. Whether wielded in battle or carried as a symbol, these creations inspire awe and reverence among allies while striking terror into the hearts of the corrupted.

Alternatively, the Spirit of Light can serve as a potent weapon against those who draw their strength from darkness. If consumed, the gem unleashes its purifying light within the individual, weakening and neutralizing powers derived from darkness. This can strip creatures like succubi or other dark entities of their corrupted essence over time, leaving them entirely purified and unable to use such powers again. The Spirit of Light replenishes itself once every 10 years, ensuring its influence remains eternal and its power can be called upon in your continuous battle against the forces of darkness.

Soldier

Field Rations [100CP]

This magical pack contains a variety of perfectly balanced, nutritious meals that replenish themselves daily at sunrise. The meals adjust to your preferences, ensuring you always have food that suits your taste. Whether it's a warm stew, fresh bread, or dried fruits and nuts for quick energy, these rations provide all the nutrients a soldier needs to stay healthy and battle-ready. Additionally, the pack is lightweight, waterproof, and can withstand harsh environments, making it ideal for extended campaigns or survival situations. Even in the most desolate landscapes, this pack ensures you'll never go hungry.

Utility Belt [100CP]

This expertly crafted belt is equipped with multiple secure compartments and holsters to store all your essential tools and gadgets. It comes pre-stocked with a multi-tool knife, a set of small grenades, a flashlight, and a pouch for miscellaneous items. Each compartment is enchanted to expand slightly, ensuring that the belt remains compact while still holding everything you need.

Healing Salve [200CP]

This small jar of magical ointment contains a shimmering, golden salve that can rapidly seal wounds and alleviate pain. A single application spreads warmth across the injured area, knitting together cuts and bruises almost instantly. The salve also restores stamina, invigorating the user to continue fighting or moving without exhaustion. Its effects are most potent on minor to moderate injuries, but even for severe wounds, it can stabilize the user until proper medical attention is available.

Combat Boots [200CP]

These durable, high-quality boots are designed to endure the harshest environments and provide unparalleled comfort. Enchanted to reduce fatigue, they absorb shock with every step, allowing the wearer to march, run, or fight for extended periods without tiring. The soles are reinforced for superior traction, granting better agility and balance on rocky, uneven, or slippery terrain. Additionally, the boots are weatherproof, keeping your feet dry in rain or snow, and they adapt to your foot shape for maximum support.

Steel Warhorse [400CP]

The Steel Warhorse is a magnificent, armored steed bred and trained specifically for combat. Its muscular frame is covered in sleek, reinforced steel plating, making it as much a weapon as it is a mount. Trained to remain calm amidst chaos, this warhorse charges fearlessly through enemy lines, scattering foes with its raw power. It's intelligent enough to respond to subtle commands, allowing you to focus on combat while it maneuvers with precision. Whether leading a cavalry charge or holding the line in a siege, the Steel Warhorse is an invaluable ally for any battlefield commander.

Soulbound Weapon [400CP]

This legendary weapon is more than just steel and enchantment—it's an extension of your very soul. When you first wield it, the weapon bonds to you, forging an unbreakable connection. With every battle fought, it grows stronger, absorbing your experience and adapting to your fighting style. The weapon's appearance and abilities gradually evolve to reflect your essence, gaining new powers and techniques that complement your strengths.

Magician

Spellbook of Basics [100CP]

The Spellbook of Basics is an invaluable resource for any aspiring magician. Bound in sturdy leather and adorned with runes, this book contains beginner-level spells for all elemental types—fire, water, earth, air, and more. Each spell is accompanied by detailed instructions, diagrams, and tips for proper casting, making it perfect for mastering the fundamentals of magic.

Wand of Flicker [100CP]

The Wand of Flicker is a simple yet essential tool for a magician starting their journey. Crafted from polished wood or crystal, it hums faintly with magical energy. While modest in power compared to legendary artifacts, it excels at amplifying the range and precision of your spells, ensuring your magic reaches its intended target with increased accuracy.

Elemental Focus Ring [200CP]

The Elemental Focus Ring is a sleek, enchanted band crafted from silver and inset with a glowing gem that corresponds to your chosen element—ruby for fire, sapphire for water, emerald for earth, or topaz for air. When worn, the ring channels the energy of your selected element, significantly enhancing the potency and precision of your spells. Fireballs become larger and more destructive, water manipulation gains finesse and strength, and air currents bend to your will with unprecedented agility.

Alchemy Materials [200CP]

A set is a miraculous resource for any alchemist. It's a magical container or workstation that supplies an unlimited amount of basic alchemical ingredients—herbs, minerals, magical essences, and other essentials. Whenever you need a component, it materializes instantly in perfect condition, eliminating the need for tedious ingredient gathering. This infinite supply enables you to experiment freely, create potions in bulk, or craft complex magical items without worrying about running out of rare resources. Whether you're brewing healing elixirs, crafting explosive concoctions, or preparing enhancement tonics, this item ensures you always have what you need.

Golem Tome [400CP]

An ancient, leather-bound book adorned with glowing magical runes along its spine. Within its pages lie detailed instructions and schematics for creating golems of all kinds—from basic stone constructs to highly advanced and intelligent magical servants. The tome also provides insight into creating magical items, including step-by-step instructions, required materials, and spells needed for their construction. It's a treasure trove of knowledge for any magician or alchemist, offering not just technical guidance but also historical notes and secrets passed down by the greatest enchanters of old.

Workshop [400CP]

This fully equipped magical facility, tailored to the needs of an enchanter, alchemist, or inventor. It comes with specialized workstations for crafting magical tools, creating golems, and performing complex research. Shelves lined with rare books and scrolls form a library filled with esoteric knowledge, while state-of-the-art magical apparatuses allow for intricate experiments and enchanting processes. The workshop is also self-sustaining, with automated tools and assistants that keep it clean and stocked. Whether you're pursuing groundbreaking magical research, forging artifacts of immense power, or simply tinkering with new creations, this workshop is the ultimate base of operations.

Shinobi

Basic Ninja Gear [100CP]

This set is an indispensable collection of tools for any ninja, covering all the essentials for stealth and combat. Included are expertly crafted throwing stars that fly true and are designed for maximum impact, razor-sharp kunai for both melee and ranged combat, smoke bombs that create a dense, impenetrable fog for quick escapes, grappling hooks for scaling walls with ease, and a set of finely-tuned lockpicking tools to bypass any door or chest. Each item is made from lightweight, durable materials that won't hinder your movements or make noise when carried. These tools are also reusable, ensuring you're always prepared for the next mission, whether it involves espionage, sabotage, or direct confrontation.

Shadow Mask [100CP]

The mask seamlessly adapts to the contours of your face, ensuring comfort and a perfect fit no matter how long you wear it. Beyond simply hiding your identity, it is enchanted with subtle magic to distort your voice, making it unrecognizable even to those closest to you. Its most unique feature is the ability to create a shimmering distortion effect over your face, blurring your features and preventing anyone from identifying you through magical or technological means**.**

Poison Kit [200CP]

Encased in a sleek, portable case, it contains an assortment of rare and magical herbs, potent toxins, and antidotes, all preserved with an enchantment to ensure they never expire or degrade. Alongside these are detailed, easy-to-follow recipes that guide you in creating poisons with effects ranging from paralysis and deep sleep to confusion or even slow, undetectable death. The kit also includes specialized tools for mixing, heating, and applying poisons to weapons, food, or drinks. Its infinite supply and versatility make it an invaluable resource for ninjas, assassins, and anyone seeking an edge in combat or subterfuge.

Silent Blade [200CP]

Forged from enchanted steel that is both razor-sharp and unyielding. What sets this dagger apart is its magical silence—it produces no sound, whether you're striking armor, cutting through wood, or even throwing it into a target. Its lightweight, balanced design makes it easy to wield with precision, ensuring swift, silent eliminations. The blade also has a subtle shimmer, hinting at its enchantment, and it retains its edge indefinitely, requiring no maintenance. Ideal for assassins and close-quarters combat, the Silent Blade ensures that your attacks remain undetected until it's far too late for your enemies to react.

Ninja Village [400CP]

This is a secluded and well-fortified settlement hidden deep within forests, mountains, or other untraceable locations, now under your command. The village serves as both a training ground and a home for a loyal community of ninjas, artisans, and spies who have pledged their service to you. Here, new recruits are rigorously trained in the arts of stealth, espionage, assassination, and combat, ensuring a consistent influx of highly skilled operatives to carry out your bidding. The village is also self-sustaining, with facilities for weapon crafting, potion brewing, medical care, and intelligence gathering. Magical concealments cloak the village, making it virtually undetectable to outsiders unless you personally reveal its location. Beyond being a strategic base of operations, it is a hub of camaraderie and expertise, ready to aid you in any endeavor.

Portal Scrolls [400CP]

The Portal Scrolls are a set of highly prized magical items, each inscribed with arcane runes that allow for instantaneous short-range teleportation. Perfect for bypassing barriers, sneaking through defenses, or escaping dire situations, these scrolls are indispensable for a ninja on the move. Small and lightweight, you can carry multiple scrolls on your person, ready for use at a moment's notice. Activating a scroll is as simple as focusing your intent and tearing it in two, instantly transporting you to your desired location within its range—even through walls or other obstacles. Though each scroll is single-use, their portability and versatility make them a must-have tool for infiltration missions, ambushes, or last-minute escapes. Their ability to turn the tide of any situation makes them one of the most reliable assets in a ninja's arsenal.

Merchant

Coin Purse of Holding [100CP]

This may look like an ordinary small leather pouch, but it possesses an incredible enchantment that allows it to hold an unlimited amount of coins without increasing in weight or size. No matter how many gold, silver, or copper pieces you add, it always feels light as a feather. The coins inside are neatly organized by denomination, making it easy to retrieve exactly what you need without digging around. Perfect for any merchant or adventurer, this purse ensures that you'll never have to worry about carrying too much wealth—or running out of space for it.

Ledger of Trades [100CP]

The Ledger of Trades is a finely bound book enchanted to track every single transaction you make, no matter how small. Whenever you buy, sell, or barter, the details automatically appear in the ledger, including the time, place, and nature of the trade. It also calculates profits, losses, and trends over time, giving you a comprehensive overview of your business dealings. With its help, you can identify which goods are most profitable, which markets to prioritize, and even catch discrepancies or potential scams.

Portable Stall [200CP]

The Portable Stall is a genius invention for merchants on the go. It's a lightweight, compact box that can be easily carried in one hand. When unfolded, it transforms into a full-sized market stall complete with display shelves, a sturdy counter, and even a colorful canopy to attract customers. The stall is enchanted to resist wear and tear, weather conditions, and even minor damage from thieves or accidents. It can be set up or packed away in under a minute..

Currency Exchange Machine [200CP]

The Currency Exchange Machine is an extraordinary device that simplifies cross-border and inter-dimensional trade. This compact, magical contraption allows you to convert any currency into the equivalent value of another, no matter the source. Whether you're dealing with gold coins, credits, gems, or even obscure magical currencies, the machine handles the transaction instantly, ensuring fair exchange rates based on universal market values. It's incredibly user-friendly—just place the input currency in one slot, select the desired output currency, and watch as the machine produces the converted amount. Perfect for merchants operating in diverse regions or worlds, this device removes the hassle of dealing with fluctuating values and inconsistent systems.

Factory [400CP]

This facility can mass-produce a specific type of item of your choice. Whether you choose to focus on weapons, potions, textiles, or even magical artifacts, the factory maintains a consistent supply of materials and outputs a steady stream of high-quality products without requiring constant oversight. The machinery inside is self-repairing and energy-efficient, powered by magical cores that eliminate the need for external resources. Additionally, the production process can be customized, allowing for upgrades or new designs over time. With this factory, you can dominate markets or equip armies with unmatched efficiency.

Trade Company [400CP]

This is a full-fledged organization under your command. It comes with access to trade routes, merchant ships, caravans, and distribution networks, all designed to move goods quickly and profitably across vast distances. The company automatically hires and trains staff, including skilled negotiators, guards, and transporters, ensuring smooth operations at all levels. As the owner, you can dictate which goods to prioritize, establish monopolies, and negotiate exclusive deals with nations or other organizations. The company’s influence expands with your own, giving you the power to shape markets and economies on a global or even inter-dimensional scale.

Nobility

Noble's Crest [100CP]

This crest is a mark of your noble status and instantly commands respect from those who recognize it. Whether worn on your attire or carried as a token, it ensures preferential treatment in social and political circles. The crest also has a minor enchantment that subtly influences others, making them more inclined to listen to your words and acknowledge your authority. It’s an essential item for anyone navigating the intricate world of nobility.

Fancy Quill and Scroll [100CP]

.The quill is made from a rare, enchanted feather that never dulls, while the scroll is self-replenishing, ensuring you never run out of space to write. The set has a magical aura that subtly enhances the eloquence and persuasiveness of your writing, making it ideal for crafting influential documents. With this item, every stroke of your quill carries a sense of elegance and authority.

Noble Attire [200CP]

This is a set of exquisitely tailored clothing unlike most clothes found in this world. These clothes even more females are very modest and function like clothes from our world, crafted from the finest materials and adorned with tasteful embellishments. Designed to leave a lasting impression, this outfit not only enhances your charisma but also subtly amplifies your noble aura. Its enchantments keep it immaculately clean and resistant to wear, ensuring you always look your best in any setting.

Enchanted Set [200CP]

Your noble status has granted you a magnificent enchanted armor set, tailored to your soul's essence. This complete set of armor is not only exceptionally durable but also self-repairing. When damaged, it regenerates automatically once dismissed to its bound location—your very soul. Minor damages are mended within minutes, while total destruction requires a full day to restore. The set can be summoned or dismissed at will, ensuring you always have it ready when needed. Additionally, its design and features adapt to reflect your soul, granting unique traits such as elemental resistance,

Town [400CP]

You are now the proud leader of a town that is entirely under your control. The composition of this town—whether it consists of humans, elves, dwarves, or other fantasy or sci-fi races—is entirely up to you. The town is well-established, with infrastructure such as homes, workshops, farms, and a marketplace, providing a stable and thriving environment for its inhabitants. The people are loyal to you, viewing you as their unquestioned leader, and they work hard to maintain and expand the town's prosperity.

If the town is ever completely destroyed or its population wiped out, it will reset to its original state in the next jump, with fresh inhabitants and a clean slate. This ensures that no matter what challenges or disasters befall it, your town remains a constant source of community, resources, and support across all your adventures.

Estate Deed [400CP]

The Estate Deed grants you ownership of a small yet well-fortified manor. The estate includes a modest castle or manor house, surrounded by fertile lands, gardens, and basic defenses such as walls or guards. Inside, the manor is elegantly furnished and staffed by loyal servants who ensure its smooth operation. The deed is magically bound to you, preventing others from claiming your estate without your consent.

Companions:

My Old Team 50

You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.

Descendants [Varies CP]

Sometimes, forging bonds with companions who embody the legacy of the past is invaluable. With this option, you gain access to descendants of characters from previous games. These descendants bear a remarkable resemblance to their ancestors from 150 years ago, sharing 90% of their physical appearance, including features and race. While they are not direct clones, they carry forward the spirit and legacy of their lineage. Their personalities are distinct, shaped by their upbringing, yet there's no mistaking the influence of their heritag**e.**

You can customize certain aspects, such as their height, body proportions, and even adjust their ages (within the range of 16 to 21 in human-equivalent years). They are loyal to you and come prepared to join you on your adventures. However, their condition and price depend on several optional traits plus base price:

Virgin [+50CP]

Their beauty is unparalleled, much like their ancestors, and their purity has been preserved from birth. As you have bought it from a bid long ago.

Well-Trained [+150CP]

These descendants have undergone rigorous training to match the skills of their ancestors at their peak. Whether their lineage was known for martial prowess, magical expertise, or cunning tactics, they are proficient in the same abilities, ensuring they are ready for any challenge.

Sexually Trained [+100CP]

Even as virgins, these individuals have received extensive theoretical and non-penetrative training in the arts of pleasure. They are well-versed in the techniques of seduction, intimacy, and providing companionship, ensuring they excel in such situations despite their lack of physical experience.



Humans [50CP]

Alice



A descendant of Alicia Arcturus, the distinguished Arcturus noble family of Eos, carries the proud legacy of one of the most revered knights of her time. Alicia was once the leader of the Holy Iris Chivalric Order, the elite military unit stationed at the “first fortress” of the Seven Shields Alliance, and her descendants inherit her extraordinary potential. This young descendant has a natural talent for wielding both longswords and rapiers with exceptional skill and grace, making her a formidable combatant on the battlefield. Additionally, her lineage grants her an innate aptitude for military leadership, particularly in executing powerful and decisive offensive strategies against her enemies. With proper training and guidance, she could rise to become a great knight and commander, living up to and perhaps even surpassing the heroic reputation of her ancestor.

Amande



A descendant of the second princess of the Seven Shields Alliance, Prim Fiorire, carries forward the unique and cherished qualities of her ancestor. Like her predecessor, she lacks talent as a warrior, but this is more than compensated by her natural, almost magical, charisma. Her presence alone radiates an adorable and uplifting aura that seems to heal the soul and inspire an overwhelming desire to protect those around her. She brings comfort and hope even in the darkest moments, acting as a beacon of positivity and morale for those who stand by her side.

In addition to her gentle charm, this descendant demonstrates exceptional skill in public speaking, captivating audiences with her eloquence and genuine sincerity. With proper training and guidance, she could develop into an extraordinary leader, particularly in the fields of logistics and diplomacy. Her ability to coordinate resources, motivate people across different races, and foster unity makes her a vital asset for any organization or alliance

Sakuya



A descendant of the third princess fortress of the Seven Shields Alliance, Kaguya, mirrors her ancestor in many intriguing ways. She is a quiet and reserved individual with a mysterious aura that sets her apart. Her deep devotion to a strange and enigmatic god fuels her strength, granting her an unshakable sense of purpose. This descendant is proficient in ancient and esoteric forms of magic, including the arts of Exorcism and Miko rituals, which are revered for their ability to purify and banish malevolent forces. Her knowledge of these mystical practices makes her a powerful and specialized magic user, capable of dealing with threats that few others can comprehend.

Additionally, her body possesses a unique and exceptional compatibility with insect magic, an ancient and rare discipline often misunderstood by the masses. This affinity allows her to control and communicate with insect-like familiars, using them in both combat and utility roles. Her unparalleled mana capacity, the highest among humans, makes her an unstoppable force when it comes to sustaining and casting spells.

Ava



A descendant of the fourth princess fortress of the Seven Shields Alliance, Maia, carries the same spirited and easygoing nature as her ancestor. A true tomboy at heart, she exudes an approachable charm that makes her a natural at building camaraderie among her peers. Her laid-back demeanor, however, should not be mistaken for carelessness, as she possesses a remarkable ability to remain calm and composed even in the heat of battle. This trait makes her a reliable fighter and an anchor for her allies during high-stakes encounters.

In combat, she excels in wielding two-handed swords with impressive skill and precision, making her a formidable force on the battlefield. Her expertise shines brightest when fighting alongside a team, as her cooperative nature allows her to synchronize seamlessly with others, bolstering group effectiveness. Additionally, her stamina is unparalleled among the humans in her section, granting her incredible endurance to outlast opponents and maintain her strength throughout prolonged battles.

Abigail



A descendant of the fifth and sixth fortress princesses of the Seven Shields Alliance, Claudia Levantine, she inherits a remarkable maturity and level-headedness that sets her apart from her peers. Much like her esteemed ancestor, she possesses a calm and composed demeanor, allowing her to make sound decisions even under immense pressure. Her ability to assess situations with clarity and poise makes her a natural leader and a dependable ally in any crisis.

Abigail has the potential to rise as an exceptional paladin, blending unshakable defensive skills with a strong sense of duty and honor. Her talent for defensive combat is unparalleled, and with proper training, her shields and protective techniques would become nearly impenetrable. Her steadfast nature and innate ability to inspire those around her make her a beacon of hope and resilience, embodying the ideals of the Alliance while continuing the proud legacy of her ancestors.

Emi



A descendant of Emilia Solva, the once-proud leader of the Knights of St. Bernard and devout follower of the goddess Laurenthia 150 years ago, this individual carries the same indomitable spirit and raw potential as her ancestor. Just like Emilia, she shows exceptional skill with the spear and has a natural aptitude for cavalry tactics, making her a formidable warrior on the battlefield. Her mastery over holy energy gives her the potential to purify and smite foes with divine precision, aligning her closely with the sacred teachings of Laurenthia.

Beyond her prowess in combat, this descendant possesses a unique and somewhat intriguing trait—an innate affinity for providing pleasure to women over men, a subtle echo of her ancestor's charisma and charm.

Beastman and Halfling [100CP]

La La



A descendant of the fifth princess of the fortress of the Seven Shields Alliance, Lou Lou, inherits much of her ancestor's exceptional combat abilities and fiery personality. Like her predecessor, she is highly proficient with axes, wielding them with a level of skill and ferocity that leaves her foes trembling. Despite being a halfling, her physical strength is remarkable, standing at nearly three times the average of her race, making her a formidable force on the battlefield. Her tenacity and raw power allow her to take on challenges far greater than most would expect of someone her size.

However, her strong-willed nature comes with its quirks. She has a short temper and a tendency to become irritable or crabby when things don't go her way.

Leona



Not much is known about Leona's lineage, except for the fact that her ancestor was a renowned mercenary and a beastman. This mysterious background may be the key to her exceptional prowess on the battlefield. Leona possesses a natural affinity for the path of a berserker, channeling raw, unbridled rage into overwhelming strength and ferocity. Her proficiency with giant swords is unmatched, allowing her to cleave through enemies and obstacles with devastating force.

On the battlefield, Leona stands out as one of the most formidable warriors on this list. Her sheer determination and combat skills make her an unstoppable force, capable of turning the tide of any fight.

Half-Elves [150CP]

Voin/ Ets/Champel





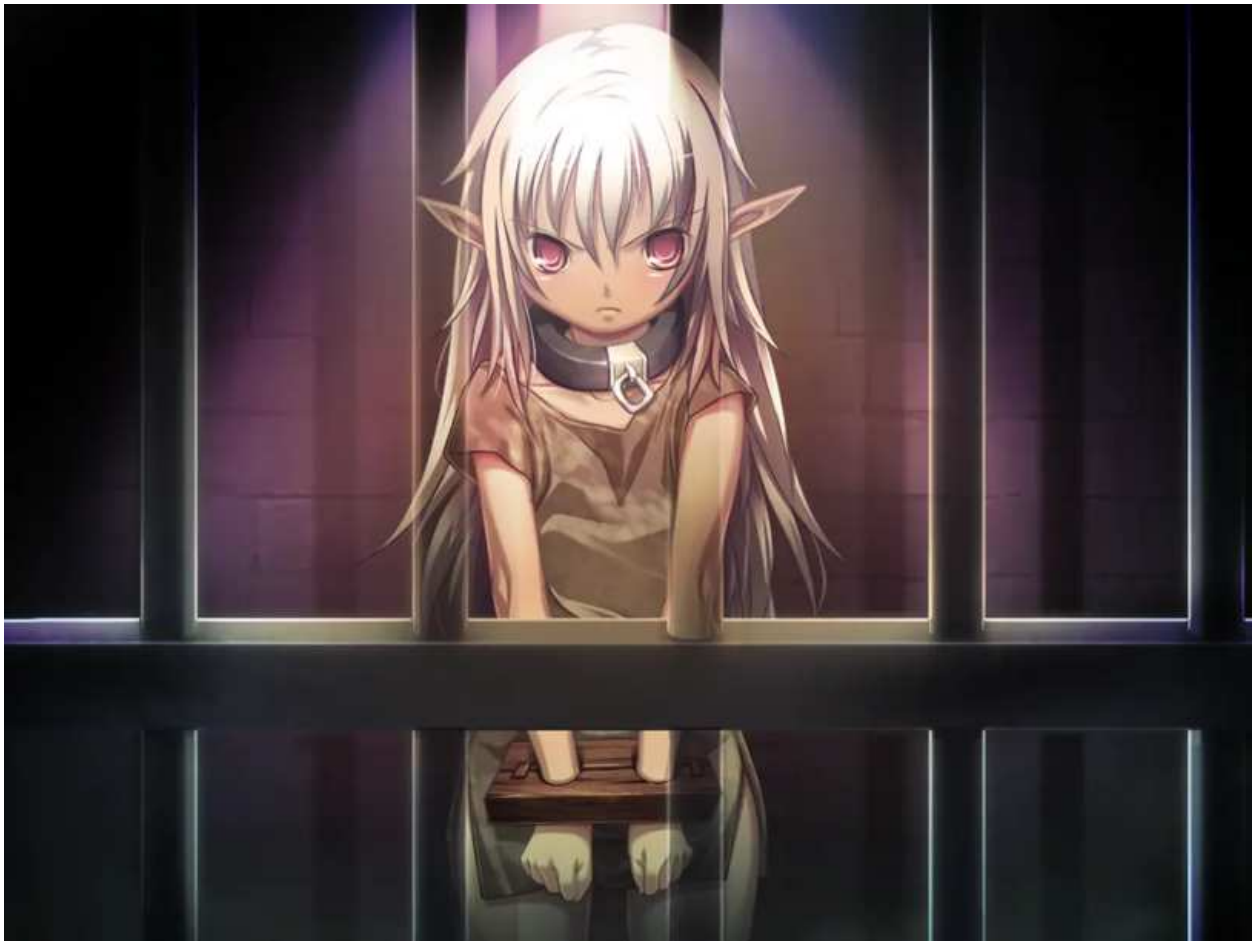


Their lineage is shrouded in mystery, but rumors suggest that Voin, Ets, and Champel may be descendants of Olga Dischordia, the infamous enemy of the Seven Shields Alliance from 150 years ago. These dark elves are a rarity to acquire, and due to their speculated heritage, their base abilities far surpass those of others in their race. Each brings unique talents and personalities that make them formidable allies—or dangerous foes. Choose one and you can buy this option multiple times to get the other females.

- ***Voin*** is a cold and proud woman, embodying the regal yet menacing aura of her rumored ancestry. Her exceptional proficiency in necromancy and monster taming allows her to summon and command legions of the undead or powerful creatures, making her a force to be reckoned with. Her aloof demeanor hides an intense dedication to mastering her craft and asserting her dominance over any battlefield.

- ***Ets,*** by contrast, is fiery and hot-headed, with an unrelenting passion for combat. Her weapon of choice is the whip, which she wields with remarkable skill, delivering precise strikes that disarm and incapacitate her opponents. Ets is also a peculiar individual, as she finds a strange thrill in enduring pain inflicted by strong warriors, adding an unpredictable edge to her personality and fighting style.

- ***Champel*** is the most easygoing and relaxed of the group. Though she lacks the combat proficiency of her fellow dark elves, she more than compensates with her insatiable appetite for physical pleasures, making her a dangerously seductive figure. Her charm and uninhibited nature allow her to manipulate situations to her advantage, often catching others off guard with her wit and alluring presence.



Cele/Aan



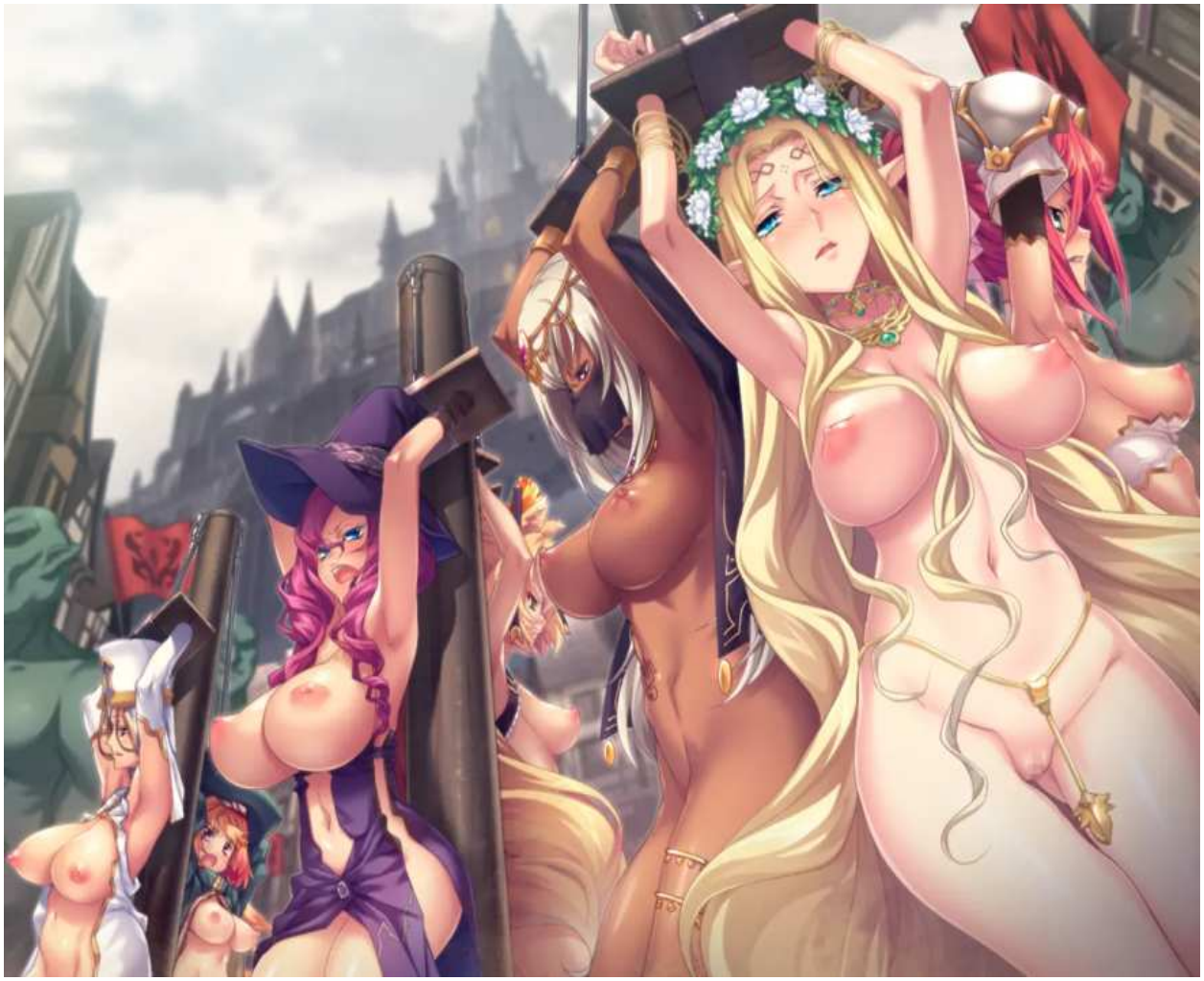


Their lineage is purposefully kept a secret to increase their mystique and, in turn, their value. However, whispers in the shadows hint that one of these women may be a descendant of Celestine, the former leader of the Seven Shields Alliance, or perhaps Evelyn Moinard, the queen of the Kingdom of Fulstadja. Whether these rumors are true or not, their talents and potential make them highly sought-after individuals. Now, you may choose from the following two remarkable candidates:

- ***Cele*** is a kind and gentle woman with a natural affinity for holy magic. Her abilities shine in her potent healing and purification skills, making her an invaluable ally in battles against darkness. Furthermore, Cele possesses the budding gift of foresight, granting her glimpses of possible futures that could aid in strategic planning or avoiding unseen dangers.

- ***Aan***, on the other hand, is a spoiled woman who is unafraid to throw tantrums when things don't go her way. However, beneath her demanding personality lies an extraordinary talent for healing magic, allowing her to mend even the gravest wounds with remarkable efficiency. She also holds the budding potential to become a skilled druid, capable of communing with nature and harnessing its power. Her flair for theatrics might make her

difficult to deal with at times, but her capabilities on the battlefield are undeniable.



Followers:

Upon selecting any followers from this list, you will receive a group of individuals tailored to meet your needs in this world. Each follower comes with their own unique strengths and weaknesses, ensuring a diverse range of abilities to support you in various tasks and challenges. Every group contains 25 individuals, providing you with a sizable team to command and rely upon, unless explicitly stated otherwise for specific followers Also other details like race, age or morals is up to you. Each follower Option can be bought multiple times.

Clergyman [50CP]

Upon selecting this option, you will receive a dedicated group of holy individuals to aid you on your journey. Specifically, this group consists of 10 priests and 40 nuns, all of whom are highly skilled in their respective crafts. They are divided into two specializations, allowing you to choose the type of assistance they provide. The first variety is a formidable group of demon slayers, trained to hunt and eliminate demonic threats with exceptional precision and expertise. Their combat skills are honed to deal with the dark forces, and they possess an innate resistance to corruption, making them invaluable in battles against the unholy.

Alternatively, you can select a group specializing in spreading the word of the divine and mastering the art of healing. These priests and nuns are compassionate and wise, capable of uplifting morale and restoring faith wherever they go. Their preaching inspires communities, while their advanced healing abilities can mend even the gravest injuries and illnesses.

Magicians [100CP]

Here you have three variants to choose from, each specializing in unique aspects of magical arts. These magicians are versatile and bring powerful abilities to the table, making them valuable assets in any scenario. Select the type that best fits your needs: Elemental Attackers, Golem Masters, or Alchemists.

The first variant is the Elemental Attacker. These magicians excel in wielding the forces of nature, summoning devastating elemental spells to attack their enemies. Fire, water, earth, air, and even more exotic elements are at their command, allowing them to unleash overwhelming power on the battlefield. They are also adept at summoning elemental minions, temporary allies made from raw elemental energy, to overwhelm opponents or defend key positions. These magicians are an excellent choice for direct, offensive magical firepower.

The second variant is the Golem Master, a magician skilled in summoning and controlling golems to fight by their side. These golems come in various forms, from towering stone giants to nimble constructs of wood and metal, each tailored for different purposes such as combat, defense, or utility. Golem Masters are strategic fighters, using their constructs to dominate the battlefield, absorb damage, and secure objectives. Their ability to create and maintain these magical constructs makes them a vital force for prolonged engagements.

Lastly, the Alchemist is a magician focused on the creation of magical items and potions. These individuals are experts in crafting tools, elixirs, and enchantments that provide support in numerous ways. They can brew potions to heal wounds, enhance abilities, or even grant temporary magical powers. Alchemists are invaluable outside of direct combat, ensuring your party is always well-prepared and equipped with magical resources to tackle any challenge.

Archers [100CP]

Here you have three variants to choose from, each bringing unique skills and precision to the battlefield. Whether you need deadly accuracy, specialized tricks, or a fusion of magic and marksmanship, these archers can fulfill your needs. Select from: Snipers, Trickshot Artists, or Mystic Archers.

The first variant is the Sniper, a master of long-range precision. These archers are trained to hit targets from extraordinary distances with unparalleled accuracy. Whether it's picking off a key enemy commander or striking a weak point in armor, Snipers excel at making every shot count. Equipped with specialized bows and arrows, they are the ideal choice for those who want deadly efficiency in eliminating threats from afar.

The second variant is the Trickshot Artist, an archer who specializes in creative and unconventional shooting techniques. They can ricochet arrows off surfaces, hit multiple targets in a single shot, or employ custom arrow types such as explosive, grappling, or net arrows. Trickshot Artists thrive in chaotic and unpredictable situations, using their ingenuity and skill to turn the tide of battle in surprising ways.

Finally, there is the Mystic Archer, a fusion of magic and archery. These archers enchant their arrows with elemental or magical effects, allowing them to ignite targets, freeze enemies, or disrupt spells from a distance. Mystic Archers are versatile and adaptable, able to handle both physical and magical threats with ease. Their ability to combine the precision of archery with the power of magic makes them a formidable force on the battlefield.

Paladins [100CP]

Here you have three variants to choose from, each representing a different aspect of divine power and martial prowess. Whether you seek holy warriors, defenders of the weak, or hunters of darkness, these paladins are equipped to serve their sacred purpose. Select from: Holy Crusaders, Divine Guardians, or Darkbane Hunters.

The first variant is the Holy Crusader, a warrior imbued with the divine strength to lead charges against evil. Armed with heavy armor and blessed weapons, they excel at offensive combat, cutting through hordes of enemies while inspiring their allies. Holy Crusaders can channel divine energy to enhance their strikes, making them the vanguard of any righteous cause.

The second variant is the Divine Guardian, a protector of the innocent and stalwart defender of the weak. These paladins focus on shielding their allies from harm, wielding large shields and protective auras. They can create barriers of light, heal minor injuries, and stand as an unyielding wall against even the fiercest enemies. Their presence alone provides a sense of safety and courage on the battlefield.

Finally, there is the Darkbane Hunter, a specialized paladin dedicated to purging creatures of darkness and unholy abominations. They possess heightened senses to detect evil, along with abilities to nullify curses, banish undead, and dispel dark magic. Darkbane Hunters are relentless in their pursuit of corrupted foes, ensuring no shadow escapes their divine judgment.

Knights [100CP]

Here you have three noble variants to choose from, each embodying a distinct facet of chivalry and battlefield expertise. Whether you need disciplined cavalry, unshakable defenders, or tactically brilliant commanders, these knights are ready to serve. Select from: Cavalry Knights, Bastion Knights, or Strategist Knights.

The first variant is the Cavalry Knight, masters of mounted combat and swift battlefield maneuvers. These knights are equipped with lances, swords, and sturdy warhorses, allowing them to perform devastating charges that can break enemy lines. With exceptional riding skills and an aura of nobility, they inspire their allies and lead daring assaults with precision.

The second variant is the Bastion Knight, stalwart defenders clad in heavy armor and wielding large shields and broadswords. These knights are immovable on the battlefield, specializing in holding the line and protecting their comrades. Their defensive techniques allow them to endure relentless attacks while ensuring the safety of their allies, making them an essential force in prolonged battles.

Lastly, the Strategist Knight focuses on leadership and tactical acumen, acting as battlefield commanders. Armed with a deep understanding of strategy and an ability to read the flow of battle, these knights direct troops with precision. They excel at rallying forces, exploiting weaknesses in enemy formations, and coordinating large-scale assaults, ensuring victory through their brilliance

Shinobi [100CP]

Here you have three specialized variants of Shinobi to choose from, each excelling in unique aspects of stealth, combat, and strategy. Whether you need masters of assassination, spies who blend into the shadows, or saboteurs who cripple enemy forces, these Shinobi are prepared for any covert operation. Select from: Assassin Shinobi, Shadow Operative, or Saboteur Shinobi.

The first variant is the Assassin Shinobi, experts in silent elimination and precision strikes. Armed with lightweight weapons such as daggers, throwing stars, and poisoned needles, they are unparalleled in their ability to infiltrate enemy lines and eliminate high-value targets. These Shinobi excel in evasion and deception, ensuring that their presence remains undetected, even in the most secure locations.

The second variant is the Shadow Operative, masters of espionage and reconnaissance. These Shinobi specialize in gathering intelligence, crafting disguises, and manipulating information to mislead and confuse their enemies. With their ability to adapt to any situation and blend seamlessly into their surroundings, they act as the perfect scouts and infiltrators for missions requiring cunning and subtlety.

Finally, the Saboteur Shinobi focuses on disrupting enemy plans and sowing chaos. Experts in setting traps, detonating explosives, and dismantling infrastructure, they ensure the enemy's resources are rendered useless. Their agility and resourcefulness make them ideal for undermining fortifications, sabotaging supplies, and crippling the enemy's ability to fight effectively.

Monster [100CP]

Here you have three unique types of Monsters to choose from, each offering distinct abilities and traits that make them valuable allies in combat, support, or utility. Select from: Beast Guardians, Elemental Spirits, or Dark Abominations.

The first option is the Beast Guardian, a powerful creature of raw strength and loyalty. These monsters are feral yet obedient, specializing in close combat with devastating physical attacks. From massive wolves to bear-like creatures, Beast Guardians are ideal for protecting their master and overwhelming enemies with brute force. Their resilience and natural instincts make them formidable assets in any fight.

The second option is the Elemental Spirit, a magical creature attuned to a specific element such as fire, water, wind, or earth. These monsters are masters of elemental manipulation, capable of unleashing devastating attacks or creating barriers to protect allies. Their mystical nature allows them to support in battle or utility, such as summoning rain to quench flames or conjuring winds to clear obstacles. Elemental Spirits are perfect for those who value versatility and magical prowess.

The third option is the Dark Abomination, a terrifying and chaotic monster that thrives in the shadows. These creatures are perfect for psychological warfare, instilling fear in enemies with their grotesque forms and dark powers. They excel in necrotic or venomous attacks, draining vitality from foes or corrupting their surroundings. Though intimidating, Dark Abominations are loyal to their master, and their eerie presence often turns the tide of battle in unexpected ways.

Drawbacks:

You are limited to +800 CP from drawbacks.

Rule 63 [+0]
Well then... looks like we are entering a world where instead of focusing on the stripping of Beautiful warriors, it is instead the Handsome Warriors. If you want to see bishonen men ripping each other's clothes off, be my guest.

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Time Extender [+100]:
Want to stay longer for more sexy Warriors? Or just continue your adventure ? Or maybe even fight against Heaven and Hell. No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

Eighth Grade syndrome [+100CP]:
You now have the tendency to speak and act like a chuunibyou, complete with exaggerated poses and long-winded explanations. This often annoys everyone around you, but it also adds a unique flair to your character.

M problem [+200CP]:
You are now a hard masochist, to the extent that you prioritize being put yourself in harm's way, seeking out pain and degradation over strategic or safe actions, and humiliated by monsters. This tendency can be so strong that it becomes a hindrance to everyone around you.

Naive mindset [+200CP]:
You have a tendency to believe people even when they clearly have predatory intentions. Whether it's a party member convincing you that the best path is through a nest of tentacle monsters, or someone persuading you to take up a dangerous job like working as a crab fisherman to repay a debt, you often find yourself in precarious situations due to your trusting nature.

Betrayal [+200 CP]
Looks like no matter what happens you'll always be betrayed by one person in your faction for one reason or another. Also this betrayal will always happen once a year at minimal**.**

Monster/Ugly Sex Addiction [+300 CP]
Hentai is the theme of this Jump , of course you were getting laid at some point. Though if you are female its most likely you got fucked by a monster or just a rapist. And Sadly, you seem to have liked it a bit too much, resulting in a addiction of you need to be fucked once a day and that by the most ugly mosnter or people at that.

Hunted[+300CP]:
As long as you are here in this world, you will always be shunned and hunted by the townspeople around you because you are so ugly, a 0/10 in the looks department. Everyone will think you are some sort of hideous monster that threatens their souls, making it difficult for people to listen to and trust you.

Rape Magnet[+300 CP]
Looks like no matter what happens you are destined to be raped at least once a day. And it will always be at the most inconvenient of times and when it happens it will always last at least 2 hours a day. Also your power and will will be suppress when this happens.

No Outside Power [+300CP]
All powers and resources gained outside of this jump, including your warehouse, have been sealed away.

Enslaved[+400CP]
You find yourself enslaved by some perverted man , chained to his side and compelled to carry out its every whim. Refusal is not an option, as the consequences of disobedience are severe, inflicting both physical and mental anguish. Additionally, each failure to comply results in additional chains of restriction being imposed upon you, diminishing your freedom of movement and weakening your abilities.

Monster Baby Factory [+400CP/Female only]:
You are now engraved with a breeding rune where now for your entire stay here you have only one purpose is to breed and give birth to monsters. It's either goblins,Orcs, Ogre or any other monsters found in the world. These pregnancies last for 3 months because of the acceleration from the breeding rune. Also because of this you have to give birth at least 4 times a year and or the chain will fail.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. Thanks to the user that took the time to clean this word as i was planning to do it today.
2. This Jump takes a lot of Inspiration to the first jump in the QQ Drive https://drive.google.com/file/d/1jLrx2q29ScpIIty3xTCIfFnTQ82ejSn-/view?usp=sharing so if there are any similarity that is why.
3. Also thanks for the feed back and suggestions.